

DICHARD GAMEFAN

NEXT GENERATION ENTERTAINMENT MAGAZINE

VOLUME 3 • ISSUE 10
GAMEFAN EXCLUSIVE!



CAPCOM'S

Resident Evil

INSIDE THIS ISSUE:

SATURN
SKELETON WARRIORS
RAYMAN
DARK LEGEND
SOLAR ECLIPSE
SHINING WISDOM
SEGA RALLY
PLAYSTATION
DARKSTALKERS
TWISTED METAL
PHILOSOMA
WIPEOUT
ESPN EXTREME
3DO
KILLING TIME
PRIMAL RAGE
32X
KOLIBRI
FIRST LOOK!
SEGA'S NOMAD
16-BIT HANDHELD



FINAL FANTASY VII
FIRST U64 SHOTS?

\$5.95 US • \$6.95 CANADA



THE TRADITION CONTINUES...



MIYAMOTO'S YOSHI'S ISLAND

INSIDE GF SPORTS:

SATURN
NHL ALL STAR
HOCKEY
PLAYSTATION
POWER SERVE
NHL FACE OFF
NFL GAMEDAY

SNES EXCLUSIVES:

MEGAMAN X3
FINAL FIGHT TOUGH
BREATH OF FIRE 2
PLUS:
DRACULA X
SECRET OF EVERMORE
LUNAR ETERNAL BLUE

READY TO FLY...



SEGA'S SOLID SNAKE 32X



SEGA'S
VECTOR
THE GENESIS
STILL DOES!



AOL @ keyword: NOA
www.nintendo.com



Super Mario World 2.[®]



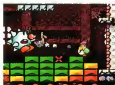
the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen (cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over

Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

Morphism graphics. A Nintendo brainchild that allows



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...



This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



only for
SUPER NINTENDO
GAME AND WATCH SYSTEM

EDITORIAL ZONE

GameFan Magazine wants to extend an apology specifically to Electronic Arts and the college leagues represented in the game, the CLC and the CF USA, for any damage the erroneous review has caused them. We understand the impact this could have on the reputation EA SPORTS, and we want to assure you that in no way was this article intended to cause harm to Electronic Arts, the college leagues, or to disparage the game COLLEGE FOOTBALL USA '96. In addition to the malicious text included in the September article several errors were found in the rating section. A corrected review of the game appears in this issue (see pg. 166).

August 24, 1995

As you may or may not be aware, tragedy struck the September issue of GameFan in the shape of a sports article. This seemingly unspectacular review was invaded with some of the ugliest text I have ever read. Though most of the issues were stopped and the page cut out, there are undoubtedly some in circulation.

I know it's a shock but I can assure you all, these comments in no way reflect the beliefs or opinions of anyone on the GF staff. As you, and all of our readers know, the editors of GameFan are as passionate about the Japanese gaming scene as one can be, and hold our Japanese friends in the highest regard.

You cannot imagine, nor can I describe, the shock when we discovered this text. Imagine the reaction of the people here that have worked diligently putting in 250+ hour months to produce the finest quality publication in the industry. People like Nick Des Barres who not only speaks and reads Japanese fluently, but works through the night doing complex Photoshop layouts on Japanese games (it's all he'll play). E. Storm who's dream in life is for the U.S. game scene to mimic Japan's. Andrew Cockburn who visits Japan frequently for GF and has a Japanese wife. It was devastating.

We have spent hundreds of thousands of dollars establishing ourselves in Japan, through extensive travel, entertainment, our office, and employees. Game You 2, a popular Japanese arcade magazine, does a monthly column on GameFan because our import coverage is so extensive. This was like getting hit by a freight train. And it runs us over every day.

What's worse is knowing that it's out there and we're not standing beside you to give you an explanation. The halls of GameFan are littered with confused, dejected editors. We work extremely hard to deliver a magazine of this quality and this just hurts. It hurts bad.

This offensive text was actually littered throughout GameFan and was caught prior to shipping final film. We thoroughly believed we caught it all, however, the page in question slipped by undiscovered. For this we can not express how sorry we are. We were on the tail end of a 72-hour marathon shift to get you the very latest, as usual, and went into simultaneous mass hysteria when we found this absurd planted text.

GF is a busy place around crunch time as editors have sources and friends in to either gather information, search the net, help on articles, or play a little Tekken 2 while images are processing. Apparently we were victims of the worst joke in video game publishing history. We are currently doing all we can to reprimand the responsible party and insure that this doesn't happen again. In the meantime, I feel compelled to reiterate how very sorry we are.

Anyone who reads GameFan religiously knows that out of all the game publications out there we cover the imports more than anyone else. We were the first with an office in Japan and have many friends there. We're the guys lighting to make the U.S. industry as cool as the Japanese. This is obviously why this joke text was formulated in the manner it was. Someone knew exactly how to really hurt us, personally and professionally.

By blowing this incident out of proportion we will only promote the intent of the unfortunate text, so I ask that you please not only disregard these harsh words completely but tear them vigorously from your GameFan and aim for the nearest receptacle.

Most of you who have called in stood by our side and reinforced your support for us. Your understanding is a great comfort and gives us even greater incentive to continue bringing you the best editorial product on the market.

I'd like to publicly apologize to Namco. Unfortunately, they were the victim of the ugly text. We sincerely thank Namco for being gracious and understanding regarding this delicate matter. They, and our readers know, that we hold them in the highest regard. In fact, in the same issue Namco not only has a spot on the cover, but Air Combat, which was the focus of the text in question, is reviewed on page 28 and received stellar scores in Viewpoint (88, 95, 93).

We would not and have not ever knowingly attacked a third party. We are honored to be a part of this industry and have the utmost respect for all of the manufacturers and developers. Those who have dealt with Jay and myself know this. Of course, the fact remains, when all is said and done, this should never have happened in the first place, and it is ultimately our fault (especially mine) that it did. Safeguards against such acts have been put in place at every juncture, right up to the presses. I guess you can partially chalk this up to naïveté as well. We just never stopped to think that something like this could happen. We're too busy playing games and darning around California for product and stories. The letter you see below is for all of our Japanese readers. To you especially, we apologize wholeheartedly. Please try to find it in your hearts to forgive us.

You know, as fate would have it, my original topic for this month's Editorial Zone was the difference between the Japanese and U.S. gaming scenes. After seeing the Astal box (sorry, Sega), and playing all these awesome import RPGs, I thought it was time to get up on my soap box again. Game music CDs, Anime, fantastic art, color manuals, TV shows, you name it... They are passionate about their games. I'll talk more about that in the November issue. What a month...

お詫言

当雑誌の9月号に投稿した言葉が印刷されてしまった事について、私ども編集部として、ここに深くお詫言申し上げます。部外者によって、行われたこの様な行為は言え、今後このような事が起こらないよう、私ども編集部は全力を尽くし、読者の方々に引き続きご愛読いただけるよう努めます。

ゲームファン編集部

TEAM GAMEFAN



DAVE HALVERSON

JAY PURYEAR

MATT TAYLOR

NICK DES BARRES

ANDREW COCKBURN

ERIK SUZUKI

KELLY RICHARDS

CASEY LOE

DAN GRANETZ

JASON WEITZNER

CAL CAVALIER

BRUCE STOKERT

JODY SELTZER

DAVID WHITE

TERRY WOLFINGER

JOE ROSENSTEIN

GREG RAU

INTERNATIONAL EDITOR

WATANABE

ALAN POWERS

ELAINE SCHNOS

MELISSA CHISOLM

ART ADVERTISING DIRECTOR

JE PUBLISHERS

REPRESENTATIVE CO.

ALL GAMING SCENE, VIDEO, COMPUTER, AND RELATED

INDUSTRIES CONTAINED WITHIN THIS PUBLICATION, AND

COMPANIES AND INDUSTRIES OF THEIR RESPECTIVE

COUNTRIES, ARE HEREBY REQUESTED NOT TO BE HELD

RESPONSIBLE FOR ANY TYPE OF VIOLATION, INFRINGEMENT,

OR OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

OTHER ACTS OF VIOLATION, INFRINGEMENT, OR

DIE HARD GAMEFAN is published monthly for \$7.99 per year by Die Hard Game Fan, 5137 Clarendon Dr., Suite 200, Agoura Hills, CA 91301. Application to mail at second class postage rates is pending at Torrance, CA and additional points of entry. POSTMASTER: Send address changes to Die Hard Game Fan, 5137 Clarendon Dr., Suite 210, Agoura Hills CA 91301.

IF YOU LOSE, YOU BETTER GET USED TO THE SMELL OF ROTTING FLESH.

VIRTUAL HYDLIDE

Sega Visions had this to say about Virtual Hydlide: "To experience RPG any more real, you would have to go there yourself."

We couldn't agree more! Virtual Hydlide offers players the first fantasy RPG for any of the Next Generation Systems. Discover the ultimate 3-D fantasy realm in this incredible adventure for the Sega Saturn!



You become a hero, born to the sword. Your mission is to free a magical realm known as the Dream World from the reign of undead marauders who have conquered this once peaceful land. By use of sword, shield and your very wits, you must battle the forces of evil. Collect gold, precious gems and rare magical artifacts that can boost your fighting prowess beyond that of your supernatural enemies. Succeed, and the Dream World lives again. Fail and you may become one of the walking dead!

FEATURES:

First 3D polygon Action RPG for any New Generation System!

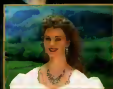
Digitized main character for the ultimate in realism!

Computer graphics and 3D backgrounds created on high-tech work stations!

Unique 'Create World' function — Explore a new world every time you play!

Use magic potions, rings and weapons in your heroic quest!

Over 40 billion possible worlds awaiting your exploration!



This official seal is your assurance that this product meets the highest quality standards of SEGA.

Buy games and accessories with this seal of approval. We like you to have the best. Sega Saturn Systems.



ATLUS

ATLUS INC.
10000 Wilshire Blvd., Suite 1000
Beverly Hills, CA 90210
714-400-0000

Sega and Sega Saturn are trademarks of SEGA CORPORATION, Ltd. © Sega Corporation, 1995. All rights reserved. © TAP Soft 1995. Publishing by Atlus. Atlus is a registered trademark of Atlus. Hydlide is a registered trademark of Atlus. The information about the SEGA Saturn and Sega Saturn system is the trademarks of Sega Corporation. All other trademarks are the property of their respective owners.



**IT'S GONNA BRUISE MORE
THAN EGOS.**



Call 1-800-771-3372 for game rating information.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. The games and accessories listed are not to be taken as an indication that they are compatible with the Sega Saturn™ System. Crystal Dynamics, the Crystal Dynamics logo, 3D Baseball, Real Men's Golf, and Championship Sports are trademarks of Crystal Dynamics. WSP/Sega GAMES USA, Official Licensee—Shane Langan Baseball Player Association. Sega Saturn is a trademark of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. ©1995 Crystal Dynamics. All rights reserved.



We're changing the face of baseball.
And it's gonna leave more than a few
scars. We're talking mind-blowing
3D technology—Real Motion Control™
Where we've blended over 22,000
frames of animation with real player
moves, for the most seamless,
in-your-face action. And with over 700
MLBPA licensed stars and their stats,
you'll be double-stealing, throwing
smoke, and jacking them out of
photo-realistic 3D stadiums. So while
everyone else is crowin' about their
polygon this and motion capture that,
remember: Real Motion Control means
ruthless, hyper-realistic action.
Championship Sport's 3D Baseball.
We got it. They don't.

Available on the Sega Saturn™ and the PlayStation™ game console.



**CRYSTAL
DYNAMICS**



CONTENTS



COVER STORY

Just as the wave of new 32-bit systems are about to come crashing down, out comes Vectorman, a truly power-packed 16-bit wonder! Who said 16-bit was dead?



GAMEFAN Original Art

By: Terry Woffinger



VECTORMAN

Going into Centiles, the Nomad and Blue Sky's new action hero, Vectorman are warming on the horizon. Genesis will love it!

PAGE 26



TWISTED METAL PAGE 31



RAYMAN PAGE 40



PRIMAL RAGE PAGE 52



KOLIBRI PAGE 62



ZERO DIVIDE PAGE 72



DARKSTALKERS PAGE 31



KING OF FIGHTERS '95 PAGE 116



RESIDENT EVIL PAGE 122



YOSHI'S ISLAND

Miyamoto strikes again! Nintendo's prequel to Mario World is here, and it's the best Mario ever!

PAGE 122

EDITORIAL ZONE	4
MOST WANTED/TOP TEN	12
VIEWPOINT	18
HOCUS POCUS	22
PLAYSTATION NATION	28
SATURN SECTOR	39
3DO ZONE	48
JAGUAR'S DOMAIN	54
32X-CITEMENT	60
SEGA GAMERS DAY	66
GEN 32	74
GF 10	66
GAMEFAN SPORTS	105
OTHER STUFF	131
JAPAN NOW	132
POSTMEISTER	135



ARCADE GRAPHICS AND BIGGER PLAYERS!



INCREDIBLE MONSTER JAMS!



ALL-NEW MODES OF PLAY!

WE PUMPED UP THE JAM



T.E.
TOURNAMENT EDITION

It's the greatest NBA® JAM TE™ yet! This Jam takes it to a higher court with stunning graphics, player scaling, full motion video and the actual big heads and baby mode arcade feature! Plus, you get updated player rosters, all-new secret characters, and mind-blowing stereo music and sound FX! NBA Jam TE...Get Pumped!



SEGA
SATURN



PC CD-ROM

Acclaim
ENTERTAINMENT, INC.
MIDWAY

The NBA and Individual NBA Team Identifications used on or in this product are trademarks, registered designs and other forms of Intellectual property of NBA Properties, Inc. and the member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1995 NBA Properties, Inc. All rights reserved. Sub-licensed from Midway® Manufacturing Company. All rights reserved. PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the Sony PlayStation version of the videogame.

Same great **taste.**
Two **new** convenient **platforms.**



Stand back as **GEX™** makes the leap to 2 new platforms, Sega Saturn™ and the Playstation™ game console—where he's still your tongue-snapping, **smart-ass** alter ego. With a gravity-defying grip and thrashing tail, you'll **prowl** a twisted world of TV-villains and B-movie scoundrels. And thanks to

HBO® comedy star Dana Gould's voice-overs, 300+ wicked **one-liners** and sound effects mean **major** attitude. Oh, you'll bust a few of Miss Manner's rules in this 32-bit battle for the remote control. But hey,

only wussies worry about good taste, **right?**



Doing out means crunchy dragonflies, jelly grasshoppers, and fat, hairy caterpillars. Not exactly the Colonel's steak n' pork. But lip-smackers: good, all the same.



Each world inspired by golden moments in cheesy pop culture. Like Kung Fu, that Indiana jungle cede, and Frank N. Stein. (Ragol weenies require we be vague.)



Do not adjust your horizontal hold. 450 frames of GEX animation, hand-rendered backgrounds, and serious CD-quality sound.



Jumping, crawling, tongue lashing, and face sticking ain'ted a few ways to conquer the tens of secret levels and bonus stages that only he in Engineering knows about.



Delisted GamePro Magazine "Character of the Year" Electronic Gaming Monthly "Editor's Gold Choice Award"



available on the Sega Saturn and the PlayStation game console.

This official seal is our assurance that this product meets the highest quality standards of SEGA™. Any games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System. Crystal Dynamics, the Crystal Dynamics logo, and the Seal image are trademarks of Crystal Dynamics. ©1995 Crystal Dynamics. All rights reserved. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

CRYSTAL DYNAMICS™

TOP TEN MOST WANTED

READERS' TOP TEN

1. Donkey Kong Country - SNES
2. Final Fantasy III - SNES
3. Mortal Kombat II - SNES
4. NBA Jam T.E. - SNES
5. Panzer Dragoon - Saturn
6. S. Street Fighter II Turbo-200
7. Daytona USA - Saturn
8. Earthworm Jim - Genesis
9. Virtua Fighter - Saturn
10. Samurai Showdown II - Neo Geo



READERS' MOST WANTED

1. Killer Instinct - Ultra 64
2. Virtua Fighter II - Saturn
3. Mortal Kombat III - SNES
4. Chrono Trigger - SNES
5. To Shin Den - Playstation
6. Street Fighter: Movie - Saturn
7. Earthworm Jim II - SNES
8. Cruisin USA - Ultra 64
9. Starfox 2 - SNES
10. Diddy's Kong Quest - SNES



DEVELOPERS' TOP TEN

THIS MONTH'S GUEST DEVELOPER:

**Seth Mendelsohn
of Boss Studios**

1. Dracula XX - SFC
2. VF Remix-Saturn
3. Daytona USA - Saturn
4. Final Fantasy 3 - SNES
5. Red Alarm - Virtual Boy



6. Tekken - PlayStation
7. Clockwork Knight 2 - Saturn
8. Darkstalkers - PlayStation
9. Ridge Racer - PlayStation
10. Astal - Saturn

GF EDITORS' TOP TEN

1. RayEarth - Saturn
2. Shining Wisdom - Saturn
3. Rayman - Saturn
4. Yoshi's Island - SNES
5. EWJ2 - Genesis



1. Yoshi's Island - SNES
2. Street Fighter Alpha - Arcade
3. KOF '95-Neo Geo
4. Tekken 2 - Arcade
5. Lunar Eternal Blue - SCD



1. Yoshi's Island - SNES
2. Shining Wisdom - Saturn
3. KOF '95-Neo Geo
4. Pulstar - Neo Geo
5. Os - Saturn



6. Shinobi Legions - Saturn
7. Clockwork Knight 2 - Saturn
8. Bug! - Saturn
9. Vectorman - Genesis
10. Phillosoma - PlayStation

6. Myetic Ark - SFC
7. Shining Wisdom - Saturn
8. Phillosoma - PlayStation
9. Front Mission - SFC
10. Tengai Makyō Shinden - Neo Geo

6. Layer Section - Saturn
7. RayEarth - Saturn
8. Twin Bee Deluxe - PS/Saturn
9. Zero Divide - PlayStation
10. Rave Racer - Arcade

1. Yoshi's Island - SNES
2. Street Fighter Alpha - Arcade
3. Resident Evil - PlayStation
4. Clockwork Knight 2 - Saturn
5. KOF '95-Neo Geo



1. Yoshi's Island - SNES
2. Street Fighter Alpha - Arcade
3. Tekken 2 - Arcade
4. Chrono Trigger - SNES
5. Zero Divide - PlayStation



1. Yoshi's Island - SNES
2. Chrono Trigger - SNES
3. Arc the Lad - PlayStation
4. Shining Wisdom - Saturn
5. Street Fighter Alpha - Arcade



6. Slam N Jam '95 - 3DO
7. Loaded - PlayStation
8. Killing Time - 3DO
9. Tekken 2 - Arcade
10. Oracle X - SNES

6. Loaded - PlayStation
7. Shining Wisdom - Saturn
8. KOF '95-Neo Geo
9. Rave Racer - Arcade
10. Rayman - PlayStation

6. Jumping Flash - PlayStation
7. Phillosoma - PlayStation
8. Zero Divide - PlayStation
9. Bug! - Saturn
10. Light Crusader - Genesis

WIN THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 6137 Clarendon Dr., Suite 210 Agoura Hills, CA 91301

First Prize:

Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize:

Your choice of one of the Picks of the Month in Viewpoint.

Third Prize:

A FREE year of Diaband Game Fan! The best magazine in the Universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

Congratulations

to last month's winners:

First Prize:

Frank Rupp *Saurbronn* *Sanford, NJ*

Second Prize:

Jimmy McShane *Lemoore, CA*

Third Prize:

Andi Ranzan *Taft, CA*



AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



Resting



Walking



Playing Zoop

Output of the Heart
(gallons of blood per minute)
when man is:



(zoops $\times 10^{15}$)



A healthy iris



The same iris
after Zoop

The stages of Zoop
(what to look for)



(Level 20)



(Level 40)

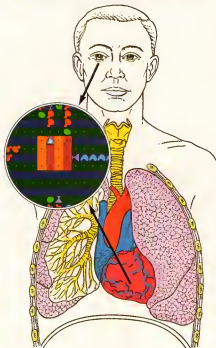


(Level 60)



(Level 80)

(this pattern continues on, and so on... always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

**Known carriers
of Zoop**



Genesis™



Super NES™



Game Boy™



Game Gear™



Macintosh™



PC™



PlayStation™



Saturn™

**How Zoop effects
the brain**



It slowly
eats at the
Cerebellum
restricting:
movement,
coordination,
balance

It attacks the
frontal lobes of the
Cerebrum
impairing:
judgment,
higher learning,
reason

It mortifies the Medulla
causing irregular:
digestion, respiration,
heartbeat



© 1991 Warner International Inc. Zoop is a trademark of Warner International Inc. All Rights Reserved. Nintendo, Super NES, Game Boy and the official seal are registered trademarks of Nintendo of America, Inc. Sega, Genesis, Game Gear and Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. The official seal is your assurance that the product meets the highest quality standards of Sega. The game and cartridge with the seal to be sure that they are compatible with the Sega® Genesis™, Super Nintendo™ & Nintendo Game Boy™. This software is compatible with PlayStation game consoles with the PSX-CDX designation.

Can you connect the dot?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

64-bit. \$149*

The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-scorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.



Defender 2400™
What you've been waiting for. More enemies, more weapons to destroy them with. Plus 40 graphics for killer explosions and one-sheering sound.

Rayman™
It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



FlipOut™
Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Fuschia, strange little aliens tempt you as you try to solve these puzzles.



Ultra Vortex™
With at least six special moves each, these are seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool. Especially when you kick their butts.



Pitfall: The Mayan Adventure™
You're the son of Pitfall Harry, scoring the Mayan jungle for your kid-rapped dad. Pristine film-quality animation makes for postcards that cheer and crowdies that die.



White Man Can't Jump™
Broke? What pain? On the way to the Slam City Tournament, anything goes. Comes with a free Team Top multi-player Adapter for over-player action.



How do they do that?

Circle Game and Price: 1-800-751-ATARI, \$49.95 per cartridge. If you are under 18, be sure to get a parent's permission before buying. Touch-tone telephone required. 1995 Atari, Inc. All rights reserved. Information is available in the Atari Gaming Papyrus or Compendium. Type CD JAGUAR to access this area 24 hours a day. Atari Japan Information is available in the Atari Japanese Papyrus or Compendium. Type JAGUAR to access this area 24 hours a day. Atari Europe and Europe Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corporation, Sunnyvale, CA 94089-0001. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. Defender 2400™ is a trademark of Williams Electronics Games, Inc. FlipOut™ ©1995 Gordie Wynne Corporation. All rights reserved. Licensed by Atari Corporation. Adventure™ PITFALL™ are registered trademarks and Pitfall: The Mayan Adventure™ is a trademark of Activision, Inc. All rights reserved. ©1995 Activision, Inc. Register ®/TM and TM/Registered are trademarks of Activision, Inc. All rights reserved. Ultra Vortex™ ©1995 Tengen Games, Inc. All rights reserved. Ultra Vortex is a trademark of Tengen Games, Inc. 1995. MEN CAN'T JUMP™ ©1995. Based on Century Fox Film Corporation. All rights reserved. White Man Can't Jump™ and associated characters are trademarks of Participant Pictures Fox Film Corporation, a division of Atari Corporation for distribution.



YOSHI'S ISLAND
SNES
NINTENDO • 16 MEG+FX2
ACTION PLATFORM



G C P M O **100**



DRACULA X
SNES
KONAMI • 16 MEG
ACTION PLATFORM



G C P M O 82



KING OF FIGHTERS '95
NEO GEO
SNK • 250 MEG
FIGHTING



G C P M O 97



SHINING WISDOM
SATURN
SONIC SOFTWARE • CD



G C P M O 95



**D'S DINER
SATURN
ACCLAIM • CD**



G C P M O 80



NIGHT STRIKER
PLAYSTATION
TAITO - CD



G C P M O 80



G C P M O **99**



G C P M O **84**



G C P M O 95



G C P M O 90



G C P M O 92



G C P M O 70



G C P M O 100



G C P M O **93**



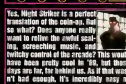
G C P M O 94



G C P M O 92



G C P M O 90



well. **G C P M O 60**

Build it. And they will come. Then you can **kill** them.

Critically acclaimed
by everyone and
their grandmother
Maybe it's the cool
3D characters or
before-mapped
backgrounds
Maybe not



35 minutes of
video explains how
post-boy Chivalric
saves the King and
is rewarded with
the old man's
Growthwacker
(It's a sword)



You're overrun by
hordes of ravenous
Hordlings, each
blessed with huge,
color-blasting
appetites



Forget about fields of dreams.
With **The Horde**, it's more like
little slaughter-house on the prairie.
See, we've injected arcade-style,
belly-slitting fun into that
sleepy-ass commune you call home. And
between digging death pits and
hiring archers, enjoy some
serious, gut-popping swordplay.
'Cause man, these neighbors
really bite!



Copyright © 1995 Sega Enterprises, Ltd. All rights reserved. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved.



Available on Sega Saturn™.

The official seal is your assurance that the product meets the highest quality standards of SEGA™.
Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.





© 2005 K&A of America, Inc. TM & © All Rights Reserved. K&A of America, Inc.
TM & © 2005 K&A of America, Inc. All Rights Reserved.

ADL@keyword: NOA
www.keyword: NOA.com



"If you're
going to fight,
do it outside."

Even your mom knows

Street Fighter II is on Game Boy.



Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy. She knows its nine levels of destruction can't be contained by the four walls of your lovely split-level suburban domicile. Knows Street Fighter II is finally loose on the streets where it belongs. Knows all about the Special Moves, the flaming fireballs, spinning back-blocks, flash kicks and sucker punches. She knows that with the



two-player mode she can kick your butt on Game Boy or Super Game Boy. Your momma is one bad lady. No wonder she wears combat boots.



Play it
Loud™

Nintendo



Travel With Thy Controller In
Hand To A Land Where
Cheaters Prosper...



First Prize

The winner will receive a free game console of his or her choice. That's ANY game console - 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo-Geo.

Second Prize

Second prize will win a free GameFan T-shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize

Third prize will win a Game Fan T-shirt and a one year subscription to GameFan.

Send in your codes... good, bad, or ugly. We'll look 'em over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in HOCUS FOCUS, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

CONGRATULATIONS!

In this month's winners:

First Prize:
Jeff Kreyer Woodland Hills, CA
Second Prize:
Kwesi M. Adebisi, Fernpark, FL
Third Prize:
Dery Chang, Hollywood, FL

SEND YOUR CARDS AND LETTERS TO:

HOCUS FOCUS
5137 Claremont Dr. Suite 210
Agoura Hills Ca. 91301



BUG! (Saturn)

Unlimited
Continues

To get unlimited continues, complete the entire first act (1, 2, 3, and the finale). Then, when you die and the game recycles, wait until the screen reads "Press Start." Hold the directional pad to the RIGHT and press START. Then, when it says "Start Game" and "Options," do the same thing. Now you will be able to restart where you left off indefinitely. Jeff Kreyer Woodland Hills, CA

GEX (3DO)

Speed Power Up

To power up Gex's speed, pause the game and enter the following quickly while holding the R button: Left, C, Down, Right, Up, Up, Right, Right, then unpause.

-Kwesi M. Adebisi, Fernpark, FL (or is this FERNPARK??)



CYBERSLED

(PlayStation)

Use the
Enemy Sleds

To use the five enemy sleds, simply enter the following code at the title screen: Up, Left, Down, Right, Up, A, Up, Right, Down, Left, Up, A.

Now, listen for an explosion to verify the code worked. When you start and go to the charac-

ter select screen, just scroll to the right to choose from the CPU enemy sleds!

-Jeff Smith, Texarkana, Texas



EARTHWORM JIM

SPECIAL EDITION (Sega CD)

Home grown Jim codes! Check out these codes! Do them while paused and then resume

Configure:
A+B, C, C, A,
A, B, B, B+C
Finish: B, B, A,
C, A+B, A+B,
A+B, A+B.
Invincible:
A+B, A+B, C, A, Right, Right, Left, Right.

Jimmy Jim: B, A, A, A, A, A, B, C,
Redhead: C, A, A, A, A, A, B, C,
Energy: A+C, B, B, C, C, C, A, B,
Life: A+Up, B, A, C, A, A, C, B.

Mapview:

A+B, C, C, C,
A, B, B, B.



Game End:

A+C, A+C, A+C,
A, B, C, B, A

-Nick Jones, Shiny Entertainment

GUARDIAN WAR (3DO)

Cheat Menu

Start a new game or load a saved game. When the menu



screen appears, press the L, R, and C buttons together. The flags should stop flapping. Now, press Up, Down, Left,

Right, and a Japanese text menu will appear. From top to bottom, the options are: Load Game, Equip Characters, Enter a Shop (where you can buy any item in the game), +10,000 Gems (can be used repeatedly), No Battles, Coordinates, Free Movement, Use All Attacks in Battle, God Mode, and a Map.

X-MEN 2 (Genesis)

Level Skip

To skip levels, pause the game and enter: Left+C (repeatedly), Up, Up, Left, Down, Down, Right, and C.

—Dery Chang, Hollywood, FL



MORTAL KOMBAT 3 (SNES)

The following code is entered from the main menu (the one with START and OPTIONS). Cheat Menu #1 (Kool Stuff): U,U,D,D,L,R,A,B,A.



MORTAL KOMBAT 3 (Genesis)

The following code is entered from the main menu (the one with START and OPTIONS): Cheat Menu #1 (secrets): A,C,U,B,U,B,A,D.

(Look for ALL the Killer MK3 codes in MORTAL KOMBAT 3 COMPLETE, coming from GameFan Books in October)

LUNAR

ETERNAL BLUE

...GREAT ANIME SCENES...

—*GamePro*

...INGENIOUSLY WRITTEN...

—*GameFan*

...A MAGNIFICENT RPG...

—*Game Informer*

...INCREDIBLY FUN TO PLAY...

—*EGM*

In The Darkest Hour,
Hope Springs Eternal.

50 Minutes of Animation!
Over 90 Minutes of Spoken Dialogue!
Hours of Incredible Music!
60 Hours of Gameplay!

The official end to a series
imagines that this product
extends the "Lunar" quality
standards of SEGA. This
series and its characters
will be used to the sure that
they are compatible with
the SEGA CD™ system.



SEGA CD™

Our games go to 11!

KIDS TO ADULTS



AGES 8+



SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Original Game © 1994 Game Arts/Working Designs. "LUNAR" is a registered trademark of Game Arts/Working Designs. English Translation © 1995 Working Designs. Another production in the SEGA CD™ series.



ITT: The wandering warrior defeats Sagat, his greatest enemy. The heart of this valiant fighter will never rest!

KEN: He and Ryu are happy together once again, but Ken must now leave for America. There he meets Eliza.



CHUN-LI: She defeats Bison, but she has underestimated him. Bison punches her, sending her to the hospital. When she awakes, she will seek the man who murdered her father!

RISE: In one giant effort RISE summons ALL her soul power to defeat Bison. She has won, but at what cost? Beware of her soul, she dies, and tragically Bison lives....



CHARLIE: The army hero has defeated Bison, the drug kingpin. Charlie rallies to her back-up... but he's too slow. Bison has recovered and he captures Charlie, taking Miu prisoner. Will Charlie live or die? Remember Guile's story in SF II...

RYU: He is now "the strongest Street Fighter in the world." Bison is impressed and offers him a place in Shadalovon.



GUY: The good-hearted buxom karate warrior has defeated Bison, destroying a truly evil man... or has he? Bison may yet live and exact revenge upon Guy.

SHOON: He has rebuilt Mad Gear! He swells the "new" name of the group, which is written in ancient Japanese lettering. The other Mad Gear members laugh at him!



ADON: The mercer is now the master. Adon beats his teacher Sagat. Bison asks Adon to join Shadalovon. Adon tells him to forget it. Bison is offended, now they will fight!

AKUMA: He thinks about Geishas (Ryu and Ken's master wife he overtook) and Gouken (the old man who was Geishas's master). There is no one left to challenge Akuma!



SAGAT: He beats Ryu, but his thoughts are still troubled... could Ryu have been holding back? Bison tells Sagat to forget Ryu. Sagat joins with Bison, Vega, and Balrog.

M.BISON: He has slain Bison, the one who was stalking him. Now no one can stop Bison from conquering the world.

DAN: He has beaten Sagat, and his father would be proud! Bison offers Dan a place on Shadalovon, and Dan turns him down.

NEW CODE: PLAY RYU & KEN VS. BISON!



Press player 1 and player 2 START at the same time and hold them down. Press Up, Up on both sticks, then release both Starts. Press Up, Up again on both sticks. Finally, hit Job on player 1 and Pierce on player 2 simultaneously. Ryu and Ken (together) will fight Bison!



The TRUE Origins Of Dan

Sorry, we had wrong info last month, here's the truth! Dan's father Go Hibiki trained with Gouken and Sagat. Go and Dan's fight style is Muay Thai & Karate. Sagat killed Go after Go took his eye during a fight. Now Dan wants revenge for his father's murder, and Sagat is still mad about his eye.



RAYMAN



Breaking into the Next Generation!

For more information call: 1-800-Ubi-Soft
Come visit us on the Net: <http://www.ubisoft.com>



© 1995 UBI SOFT ENTERTAINMENT, INC. ALL RIGHTS RESERVED. THE PLAYSTATION LOGO AND PLAYSTATION ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. SEGA SATURN IS A TRADEMARK OF SEGA ENTERPRISE LTD. XBOX, THE XBOX LOGO AND JAGUAR ARE TRADEMARKS OR REGISTERED TRADEMARKS OF XBOX CORPORATION. ALL RIGHTS RESERVED.





R
REVIEW



DEVELOPER - **SCEJ**

PUBLISHER - **SCEA**

FORMAT - **CD**

OF PLAYERS - **1**

DIFFICULTY - **INTERMEDIATE**

AVAILABLE - **OCTOBER**



EVLIGHTS
BOING, BOING, BOING.
BOING, BOING, BOING.
BOING, BOING, BOING.



I can still remember the day I was playing Super Mario Bros. and thinking to myself, "You know, sooner or later, I hat these types of games will be in 3-D!" In the late 1980's, the term "VR" was still relatively unheard of, but I had my own little fantasy of playing an action platform game with a first person view, where a controller was replaced with "simpler" devices like the Action Pad or Power Glove... Of course, I was an idiot. But that doesn't change the fact that the type of game we all were so patient in waiting for has finally arrived in the form of *Jumping Flash!* Finish on — what else — the PlayStation.

(and yes, it does use a controller).

There is so much in *Jumping Flash!* to rave about that I hardly know where to begin. For starters, I'll try the story: The heroine Baron Aleha is attempting to enslave the happy planet Klege, and none other than your character, Rabbit — a mechanical rabbit with an amazing propulsion system — rises to each troubled era in *Wuraze II* from Aleha's grip. As you can see, it's your typical game story, give or take a few events. The purpose of the game is to explore each stage to find the scattered jet pods, end, after collecting all of them, proceed to the exit. A worthwhile objective, but still nothing new or different... until we get to the game itself. (cont'd on pg 134)



KORODERA

Wipeout's industrial level has stunning graphics, and very sharp turns. There are no straightaways here, but the curves near the finish line are pretty tame, so go as fast as you can there to make up for lost time.



R REVIEW



DEVELOPER - PSYGNOSIS

PUBLISHER - SONY INTER.

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER



Wipeout

Wipeout was probably Sony's biggest surprise at the E3... It had incredible graphics, tons of courses, and great play control. All this from a British company?

The game's gone through some changes since then, most of them for the better. The excessive pop-ups have been removed, and now the game has the most impressive 3-D graphics ever seen in a home video game system, bar none. There are six courses; real courses, not just one course with Ridge Racer style add-ons. And the techno/ambient soundtrack is incredible, one of the best PlayStation soundtracks yet.

Some people might not care for the change in play mechanics. The conventional F-Zero style play control has been replaced with something much more hovercrafty (if that's even a word). You won't get far if you don't figure out how to use inertia—you'll have to start your turns well before you actually get to them and hit the gas at just the right moment for maximum gains. It takes a lot of getting used to, but once you do, you can enjoy it as a racing game with a whole new feel to it. The only problem is that your opponents have no problems with the control at all, making the game excessively challenging.

Wipeout is an incredible title, and one of the PlayStation's best sell points. I can't believe the quality coming out of Europe lately. Frankly, I'm surprised. Remember James Pond, nuff said. Psygnosis certainly kicks butt! —Tekuh



ALTIMA VII

Learn the basics on this beginner's course. There's only one jump, and nothing too challenging. Just don't get sloppy on the turns...



TERRAMAX

Lots of cool jumps on this one, but make sure to take them fast and pull up for the extra distance, because the few-second crash penalty can make all the difference.



SILVERSTREAM

Now this level's a treat. You're a howl engine, darn it, but that doesn't make you immune from sliding all over the place on the ice. Very difficult. Choose a heavy car and take it slow.



KARONIS V

This one can be tricky. The turns are difficult, and the then, winding paths make passing enemies very difficult. Use your weapons and shields wisely.



ARTIDOS IV

There's nothing too tough in the track itself here, but your opponents are so skilled by the point that you have no margin of error. Memorize the layout of the two races; you have almost no visibility while you're racing.



ESPN Extreme Games

R REVIEW



DEVELOPER • SONY INTER
PUBLISHER • SONY INTER
FORMAT • CD
OF PLAYERS • 1-2
DIFFICULTY • INTERMEDIATE
AVAILABLE • SEPTEMBER



SLASHER QUAN
Extreme takes Road
Rasher to the next level...
Astounding graphics, but
I'd say the game play's not
quite perfect.



**TWO PLAYER
SPLIT-SCREEN**



**THE PRESS
DOESN'T LIKE YA!**



**UPGRADE YOUR
WHEELS WITH CASH**

When I heard Sony Imagesoft developed this benchmark product my mind went into seizures...but it's true. In many ways, ESPN Extreme represents a new frontier in 32-bit 3-D riding/combat games.

Road Rasher's lacking for the next step in brutality-on-wheels will be right at home with Extreme. Each event pits bikers, inline skaters, street layers, and skateboarders in a blistering combination of racing and battle. You can choose any of the four modes of transport, and each handles and controls differently and realistically. While skidding, swerving, juking, and catching air you'll have to turn the opponents into street meat with punches and kicks. If you're leading especially hostile, you can also pulverize the occasional chicken...then the oen and feathers really start flying!

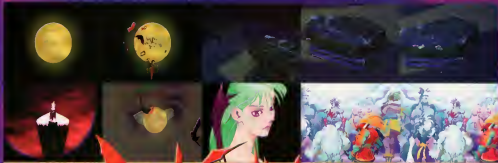
The five tracks throughout the world represent some of the finest 3-D scorching backgrounds ever, with all the smoothness and high frame rate you expect from

the PS. The textured landscapes are accessible and there are plenty of obstacles. Jeeps to jump through, and trains to flatten you.

Extreme excels in its amazing environment, but the game play is a bit more questionable. The handling is very touchy and requires skill and patience to master. If you're into this genre Extreme is a must buy, but I grew a bit frustrated with the difficulty and the general play mechanics. It's very hard to make a run for first and there are some areas where the obstacle layout crosses the lines of sanity. For instance, barrels zoom onto the screen and you need hyper-split-second reactions to survive without leaving your eyeballs on the asphalt.

I'd consider ESPN Extreme one of the most innovative games on the PlayStation. However, there are dozens of elite games scheduled for the PS in the first few months alone... So if you have fond memories of Dead Rasher and Skatebike, you should do the Extreme thing but otherwise take it for a test sale first. -Slasher Quan





DARKSTALKERS

P
PREVIEW



DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

Okay, so after raking its creative genius across our face with the amazing polygon-based Resident Evil, Capcom also shows us its ultimate CG power in...Darkstalkers? That's right! Check out the all-new computer graphics intro. First you're treated to a bitchin' full moon with bats flying out. The bats fly into Demitri's rendered coffee, then you flash to Morrigan's eye. There's also a Jammie rock song complete with lyrics to accompany the new intro, yeah, trouble's on the way! (By the way, the old intro's still on the disc, so if you prefer the traditional animation no prob.)

The game is still very early, there are four characters currently working: Demitri, Morrigan, Lord Raptor, and Jaka Tatlou. At press time most of the game play features from the coin-op had been inserted, including most of the moves, the famous "Special" meter, etc. However, certain elements such as actual fireballs weren't in yet. Considering how early this version was, it will be quite a treat for Capcom to pull this peppy together in time for the November launch, but the way I see it, if Capcom can do CG in a Japanese anime-style power fighter, it can do anything!

There's really no question about the graphics and sound. Darkstalkers should be absolutely infictigeeshable from the arcade. If all the animation is cleaned up, the game play smoothed out, etc., this will be one of the most exact translations ever. Stay tuned, children of the night! -Slasher Quan



SLASHER QUAN
Circle the man of the most perfect anime translations over!



TWISTED METAL



P
PREVIEW



Similar to Destruction Derby, but with guns and ice cream trucks and pedestrians, Twisted Metal is a non-stop opportunity to hurt people. And that's a good thing. Successfully recreating both the driving experience and the shooting people experience (and at the same time!), Twisted Metal is everything that Quarantine tried to be. In fact, a taxicab's one of the choices. But in addition to the usual driving game fare, you can pick a motorcycle, semi, ice cream truck, humvee, and 6 other highly wacky vehicles. It's the vehicle variety that makes Twisted Metal great. Each quickly find yourself splattered all over the track if you try this little trick with, say, the motorcycle. Every car has its own special weapon, as well as the dirty side of vehicular combat in Twisted Metal. Smashing your enemies will produce black smoke, all slicks, and dropped car parts, not to mention permanent damage. If you take a ramp without all four wheels,

DEVELOPER - SINGLE TRAC
PUBLISHER - SONY INT.
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - INTERMEDIATE
AVAILABLE - OCTOBER



TAKUHI
HURTING OTHERS AND
DRIVING IRRESPONSIBLY.
WHAT MORE TO LIFE IS
THERE?



SWEET TOOTH

WEAPON: Sweet Tooth's weapon is a large, sharp, and deadly mouth that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Sweet Tooth is a car with a large, sharp, and deadly mouth that can swallow your opponent whole. It's a one-hit kill.

YELLOW JACKET

WEAPON: Yellow Jacket's weapon is a large, sharp, and deadly yellow jacket that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Yellow Jacket is a car with a large, sharp, and deadly yellow jacket that can swallow your opponent whole. It's a one-hit kill.

DARKSIDE

WEAPON: Darkside's weapon is a large, sharp, and deadly dark side that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Darkside is a car with a large, sharp, and deadly dark side that can swallow your opponent whole. It's a one-hit kill.

OUTLAW

WEAPON: Outlaw's weapon is a large, sharp, and deadly outlaw that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Outlaw is a car with a large, sharp, and deadly outlaw that can swallow your opponent whole. It's a one-hit kill.

THUNDER

WEAPON: Thunder's weapon is a large, sharp, and deadly thunder that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Thunder is a car with a large, sharp, and deadly thunder that can swallow your opponent whole. It's a one-hit kill.

CHAMION FURY

WEAPON: Chamion Fury's weapon is a large, sharp, and deadly Chamion Fury that can swallow your opponent whole. It's a one-hit kill.

DESCRIPTION: Chamion Fury is a car with a large, sharp, and deadly Chamion Fury that can swallow your opponent whole. It's a one-hit kill.



It's send you spinning, and unlike your typical PlayStation racing game, every hit to a wall adds up. The game has a great feel to it. It's probably the first racing game I can recall playing that lets you drive in reverse, allowing you to slam into a wall, then screech right back out of it to reverse driving in reverse even controls backwards, like in a real car). The hits are realistic, and the game carefully judges the speed and angle of both cars before it decides the effect of the collision. The courses are the most impressive part of Twisted Metal. Culminating in a city that's 8 scale square miles, the courses offer impressive graphics, minimal pop-up, and lots of opportunities to pull off tricky driving maneuvers to get behind the foes that are pursuing you. You can cut through parks, drive on the sidewalk, and mow down pedestrians in the cities. Hurting others and driving irresponsibly... What more is there? -Tahy



PIT VIPER

HAMMERHEAD

MR. GRIMM

WARTHOG



R
REVIEW



DEVELOPER - PSYGNOSIS

PUBLISHER - BENTY INTER.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT. 8

REVIEW



THE STALKER

No words can describe how innovative the 3-D digital FMV is in the game.



Neostorm, the infamous 3-D blaster, is finally PlayStation bound! It took a while to seal the deal, but Psygnosis is finally securing its release of one of the coolest (and most under-rated) shooters ever.

A few of you well-informed gamers out there may remember the "original" version of Neostorm: Scavenger IV, one of the earliest games to ever hit a Japanese PC. Of course, practically no one outside has an FM Towns Marty system, which means that no FM Towns game will get much ink over here. Finally, American gamers get a chance to play this game on the 386, somewhat after the fact, with some lucky choices made. Now, this awesome 32-bit automatic title is getting a complete facelift to hit the PS sometime soon after launch.

The previous 386 version, as you may recall, was very cool, but the control was just Wkey out there. Fortunately that's far from the case with this newer version. You'll find that the super cool PS controller handles beautifully with a game like this, as your ship can now maneuver with ever pinpoint accuracy and do so without the sliding and tumbling found in the 386 version. Also improved upon was your ship's weaponry. Now you have "smarter" weaponry. The new lasers and power-ups are simply devastating. The basic changes made to this game were very good, but the addition of some more killer level bosses was pure genius. Best of all was the addition of short CG sequences where

you watch defeated bosses go off like a bunch of firecrackers.

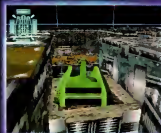
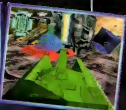
The graphics in Neostorm (keeping in the tradition of Scavenger) are truly magnificent. The CG backgrounds and back-drop scenery (now with full computer detection for added realism) are now beautifully rendered. The scaling is super smooth and even faster-paced than the blazingly fast Marty and 386 versions. You may notice the distinct "linearactive" style contrast between the sprites and the backgrounds. I happen to love this effect, as

its being here only further makes Neostorm live in the sci-fi-sal. One feature that shines on the PS is the incredible Polygonal-type FMV, which adds in a few functions (usually right before a boss appears). Everything else in Neostorm looks quite impressive, and the old laser weaponry and CG explosions never looked so good.

I'm pleased to say that the sound is just about perfect! NOTHING has been lost in the translation, and only quality enhancements were made. The sound effects and voice are just as powerful as ever and the music is superior.

I was a huge fan of Scavenger IV years ago, and I won't let down in the slightest with this new incarnation (despite Psygnosis' not using Scavenger as the title). The bosses, the controls and the weapons make this game really playing over and over. I recommend this title to any and all who appreciate the old school power of Marty, the glory of 3-D PlayStation rendering... and the excitement of a great shooter. -The Stalker





Wind numbing three-dimensional mechanized combat erupts on the PlayStation. In Assault Rigs, you take the controls of a songed-up vehicle leaded with deadly weapons in an all-out dash through 50 combat zones. You'll put your strategic skills and shooting reaction time to the ultimate test when you enter the high-tech game zones.

The competition is actively played out over a "World Net," and all the competitors within the game are gamers themselves. In this respect, Assault Rigs is a game based on video games!

Assault Rigs is packed with awesome graphics using the coolest 3-D looks available. Polygons promised to perfectly recreate the "crucial feeling of being right in the middle of the action," and it looks as if they have done just that.

-The Stalker

Assault Rigs



P
PREVIEW



DEVELOPER - PENTAGRAM

PUBLISHER - UTA

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

RELEASE - OCTOBER



P
PREVIEW



DEVELOPER - PENTAGRAM

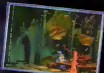
PUBLISHER - UTA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

RELEASE - SEPTEMBER



Look for Terry Pratchett's PC smash hit, Discworld, to show up on your PlayStation. Centering around a mass of comic capers, Discworld is a puzzle-based game turned into a hilarious graphic adventure!

Discworld is based on the British novels of the same name. In the game, the fantasy world is turned inside out with bizarre sequences and scenarios intended to break the norm and avoid cliché. You'll see dragons,

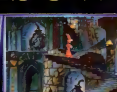
wizards and all of the other regalers forced in pulp fiction fantasy books.

Look for some wonderfully animated graphics and special effects throughout. Also, get ready for the hilarious host of voice actors: Jon Pertwee from "Doctor Who," Tony Robinson from "Blackadder" and Eric Idle from "Monty Python." British comedy finally spawns a video game... I say there, good show, old boy.

-The Stalker



DISCWORD





To find out more about PlayStation 2, check us out on the web at <http://www.playstation.com>. For game hints call 1-800-833-8361 (7649). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day, 7 days a week. U.S. only. ESPN Extreme Games is distributed by Sony Computer Entertainment Inc. (SCE). Sony is a registered trademark of Sony.

IF YOU FALL WHILE BLADING AT
85 MPH,



YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME
WEIGHT.

You're chomping on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN® Extreme Games. Only on Sony® PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation.
u r n o t e

4x4+ anarchy canyon shredding kill fest.



It's 20 levels of car-to-car combat. Customize half-ton monster-stompers with truck engines and air-grabbing jump jets.



Help cheesy acting! Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique, head-to-head 2 player game, grab a pal's ego into the cockpit. It's cool! But there ain't no 2nd place.



Get a load of **Off-world
Interceptor Extreme™**,
the chaotic death-cade featuring wicked
4x4s and a blood-thirsty arsenal.

Red-line across the galaxy's most intense,
32-bit texture-mapped terrain,
switching on the fly between **cockpit**
and chase view. Careful, though. Grabbing
massive air could
crush a kidney. Or two.



©1995 Sega Enterprises, Ltd. and Sega Interactive. All rights reserved. Sega and Sega Interactive are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and PlayStation 2 are trademarks of Sony Computer Entertainment Inc.



Available on the Sega Saturn™ and PlayStation™ game console.



This official seal is your assurance that the product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ system.

SATURN SECTOR

DARK LEGEND



Dark Legend, the first ST-V game, is finally ready for home fighting consumption. If you've played it in the arcades, get ready for a perfect arcade to Saturn translation, and then some. If you haven't experienced the legend yet, get ready for a uniquely weird fighting experience.

Dark Legend is based on some ancient Chinese legend. As no manual came with our EP-ROM, I have no idea as to what this tale might be, just a ton of questions. The characters are a motley bunch — mixed in with the tough guy, the guy who's weak but has long range, and the token female, are some truly perplexing individuals. Personally, I enjoy playing the Xian Wu series. That's right, you got not one Xian Wu, but 3, numbered 2, 5, and 7. 2's a normal fighter who, I was disappointed to note, ends up showing much more cheek than the game's lone female character. 5 is blue and shoots a variety of seafood, a random selection of fish, crabs, and trout. 7 is a lot of like 2, but now employs a little blue devil to do his attacks. Whatever. Not to mention the blue 4 armed monster that hovers behind his master, wrapping his arms around to block shots and picking him up and tossing him as a projectile.



VIEW TO A KILL. Scoring just like the arcade now available in the home via the Sega Saturn!



P PREVIEW



SEGA SATURN

DEVELOPER - DATA EAST

PUBLISHER - DATA EAST

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER



TAKUJI

While the characters in Dark Legend are particularly unique, the control is in pleasantly familiar territory. The moves are simple fireballs, dragon punches, and yoga flames, a cinch to do on the Saturn pad. The combo system is Street Fighter-esque, but not so similar that you knew it already. The balance was a bit nifty on the coin-op, but all has been fixed for the home release.

Fans of the coin-op will love the Saturn version, which features two new moves per character and a couple new play modes. The CD soundtrack is spectacular, alternating between traditional Chinese melodies and mystical-sounding techno-rock. Good stuff all around. Until Golden Axe the Duel, and, of course, Virtua 2 come out, this fighting game will keep your Saturn plenty busy. — TAKUJI



R REVIEW



SEGA SATURN

- DEVELOPER - UBI SOFT
- PUBLISHER - UBI SOFT
- FORMAT - CD
- # OF PLAYERS - 1
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - SEPTEMBER



L. STORM
A SPECTACULAR PLAY,
FORMER WORTHY OF
COUNTLESS SEQUELS



Rayman is the relief that Saturn owners have been waiting for. Sure, we've had some killer games to play through briefly, that gave us a taste of the Saturn's capabilities. In fact, so far, perhaps the much emphasis has been placed on "console" games, leaving emerging behind. We have not played a superbly executed, traditional platformer with any real depth... until now.

Platform games have been a long time staple in the industry and a good one can still absolutely consume you. Rayman is such a game. It's hard to find fault with Rayman. It's extremely challenging, yet perfectly balanced, has perfect control and brilliant level design, 10+ graphics, an inspiring musical score, and best of all, it's long... really long. Even the most demanding platformer will be to heaven from start to finish.

Rayman opens up with a brilliant, fully animated end-narrated cinema, complete with a hilarious story teller. The voice acting here is superb and really sets the tone for the adventure. It's so nice to see designers placing emphasis on intro's again. Rayman is full of such admirable little touches, like individual voices for each character, and at the end of each level, manipulating the backgrounds with an array of

cool hardware tricks.

Amplifying little points to be said, you can see for yourself this is masterful art. Rayman is packed with spectacular visual stimuli, from the pouring rain, to the winter snow. It's a beautiful game. For some, this splendor alone would be enough, but that didn't stop there. When this game really sparkles is in the gameplay, level design, and play mechanics. The game is simply riddled with amazing obstacles and enemies, and the bosses are truly a sight to behold. You may have read elsewhere that Rayman is actually too easy. This laissez-faire attitude could not be further from the truth. This is a hard game. In order to beat Rayman you must free all of the Electroons, and they are hidden... well. When you complete a level a gold medal-like displaying how many you've freed will appear. Only after finding them all can you approach the final goerdeen, and ha's nasty. Just getting through each area, let alone freeing Electroons, can be quite a chore. Perfect jumping skills are a pre-requisite as well as perfect timing.

The bosses aren't easy either. See that big Saxophone? Well, first you've got to dodge him, then, he chases you across a level full of spiked balls, which you must jump, while hitting notes at him, and then finally you'll plummet

RAYMAN





into his lair where he'll take great pleasure in littering the screen with evil little musical notes which you must avoid while he jumps about madly. Easy?... no. Fun?... oh yeah! So how will you muster the power to defeat such mayhem? At first you have no powers and can only hop about dodging enemies, and then sporadically through the game you'll meet the fairy who will bestow upon you special powers needed to not only proceed, but go back and free the Electroons you left behind. If Rayman sounds vast, that's because it is. It's 32-bit power applied to genius platforming. And that is what a big part of the next generation will hopefully be. -E. Stern





STREET FIGHTER

THE MOVIE



CAMMY



In my humble opinion, Street Fighter: The Movie ranks as one of the best digitized fighting games ever to hit an arcade. Now, thanks to Capcom and Acclaim, Saturn owners will get a chance to play the movie game at home. To me, this Saturn version of SF: The Movie is even better than the arcade game in many ways. "How can this be?" you ask. Read on...

First of all, the Saturn version of

SF: The Movie is actually based on Super SF2 Turbo. If you're accustomed to the unorthodox combo system and the "Juggle me all day, why don't you?" gameplay of the coin-op SF2M, prepare yourself for a disturbing shock. All the basic moves, combos, juggling, and Snare combos that worked in Super Turbo will pretty much work in this game as well. This game has no selectable Akuma or Bledie,



BLANKA



E. HONDA



BALROG



KEN



RYU



SAGAT



GUILE



CHUN LI



ZANGIEF



M. BISON



SAWADA



VEGA



DEE JAY



MOVIE BATTLE: This mode follows the storyline of the "Street Fighter" movie. You play as Colonel Cammy, communicating with Lieutenant Cammy as you search for General Bison's hideout and guide the allied army to victory. During the game you have

to make selections in various situations. Listen carefully to Cammy's advice and make your decisions. The way the story develops and the enemies that appear depend on the decisions that you make. Take too long fighting one enemy and you may fail, so use careful judgment.

THE 4 MOODS OF STREET FIGHTER THE MOVIE



"Select an enemy to fight a private living quarters, but



"Concert Guide, the player should know the reason to select here.



STREET BATTLE:

In this mode you choose one of 14 characters and fight the other characters in turn. A second player can join in at any time.

VERSUS BATTLE (2 PLAYERS): Take on a friend for some exciting versus play. You can choose different characters, headlocks, and fighting stages each time you start a new match.

TRIAL BATTLE (1 PLAYER): Try out the different characters and view match data. Choose from 14 characters and fight the other characters in turn.



no tag team option, no multiple sonic booms, Bison doesn't have his electricity attack, and Cammy no longer has her lasso. Good riddance, I say. In its place is a fighting game where all their uncouth trilliness has been extricated and now features a precise feel that rewards the purist. One thing I noticed is that the game speed is a bit on the slow side (arcade Super Street Fighter speed). Hopefully there's a code for a speed select hidden in the game somewhere. I also noticed that the attack distances are shorter in SF: The Movie than they are in Turbo (i.e., you have to be closer to your opponent to hit them with your leg or arm). Perhaps it's because digitized characters are more realistic than hand-drawn ones, and therefore don't bend around or stretch out as easily as a game with cartoony graphics. Perhaps, indeed.

Speaking of graphics, the Saturn version of Street Fighter: The Movie has some impressive visuals. This game does have the digitized characters seen in the coin-op fighter, but other than that, everything here is all new. The backgrounds are based on scenes in the movie and they look great (the arcade game also had backgrounds inspired by the movie



picture, but they're different from the home version). The flow line scrolls smoothly and there's many layers of parallax on top of that. The combination of both brings an impressive feeling of visual depth that could have only been done on a 32-bit console. The animation is a bit on the stiff side, but you don't really notice while you're playing. The only flaw I found in SF:TM was in the music. This game, unlike the coin-op, was programmed by Capcom of Japan, so I expected to hear some powerful, remixed SF2 music. Instead we get some soft, seemingly Muzak-inspired tunes. The music isn't all that bad, it's just that it sounds a little too benign and soothing to be in a serious fighting game... Oh well. The voice samples, however, are absolutely fantastic. Everything from Ken's "Shoryuken" and Ryu's "Tatsunohi-Sempokyo" to Guile's "Sonic Boom" have a cool Japanese-style sound to them. I feel they rank beyond all the SF2 voices and are almost as good as the SF Alpha power-samples.

Street Fighter: The Movie turned out to be a better game than I first expected. It combines realistic digitized graphics and great sound with precise control and proven SF2 gameplay. If you own a Saturn and you like SF2, your game has arrived. -KLEE

R REVIEW



SEGA SATURN

DEVELOPER - CAPCOM

PUBLISHER - ACCLAIM

FORMAT - 32

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - NOW



KLEE
Street Fighter: The Movie turned out to be a better game than I first expected.



R REVIEW



SEGA SATURN

DEVELOPER - MICROVET

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



E. STORM
ESCAPE INTO THE MIND
OF A MACHINE, EXPLOR-
ING CORRIDORS OF
STEEL.

Known in Japan as Deadalis, Acclaim's *RoboRaid* is a shining example of what a corridor game should be. A few EP editors tell the dark, claustrophobic adventures was too one-dimensional. I see this as one of *RoboRaid*'s many strong points. The game sets a mood and sticks to it. The WSSS Central Control Fortress, Deadalis, is not a colorful place. It's dark, dank, and infested with hazardous... stuff.

The year is 2577, and the world is facing a new challenge. 500 years ago a single world government was formed, creating a new world order. In a chaotic time, the WSSS (World Silent Security Service) was established to thwart disputes and violence. The mission of the WSSS is to protect all of mankind however it sees fit, operating from the central control fortress, Deadalis.

In the 500 years Deadalis has been active there have been no wars. However, there are those who do not favor its supreme rule. Some worship Deadalis as a god, while others found by old ideas crime freedom. These rebels, known as Roboticists, have modified a prison colony, fashioning a base for their activities. Modification is complete and now *RoboRaid* is ready to take full scale action and end the dictatorship of Deadalis. That's where you come in... You operate a state of the art Laserium, the most advanced invasion vehicle ever produced. Your mission is to take the base. If you succeed you'll throw the world into chaos, but you are oblivious to this. A mesh with a program, that's all you are and this is what the game depicts perfectly.

You feel like a mindless drone in *RoboRaid* (a real powerful mindless drone) with nothing stored in memory except for the mission you were assigned: destroy Deadalis.

As you explore the vast mazes of Deadalis, seek out three primary items: the gold key, to activate the elevator to the next floor; the computer terminal, that allows you access to the map; and in many cases, the

light switch. While you're searching for these key items and switches the sub-bosses of Deadalis will strategically try to stop you (and in your tracks). These early robotic creations vary in size, speed, and firepower. Killing them rewards valuable items like ammo, shield repair, laser and vulcan cartridges, etc., valuable items needed to stay on-line.

You'll also need to keep an eye out for the omnipresent generator recharge which replenishes your ability to heal, use lasers, and fire missiles. Your blood never runs out and is one of your most useful functions. Finding weapon boosters will increase your firepower but hang around too long in any level and Deadalis activates "sweepers." These pesky little droids box you in, then, when destroyed, leave in your path a power down device, which decreases your firepower. I hate sweepers.

These are the basic things you will need to contend with. Certain floors require much more. Throughout each floor, mood-setting PCM music resonates, and whenever each time you discover the key for that floor.

The 3-D in *RoboRaid* is pure industrial bliss, encompassing more than just flat walls. Everything has depth and looks convincingly real. *RoboRaid* is also full of extra touches that further add to the games overall feel of impending doom. Speaking of doom, the two games have little in common. The graphics in *RoboRaid* are far more sophisticated and the battle is purely machine vs. machine. The adventure is even augmented with excellent CD climaxes. *RoboRaid* is not a "Doom clone." It has the feeling of solid steel.

I mustn't forget to mention, the layout changes each time you play, so *RoboRaid* stays fresher longer! Play as often as you like. It's never the same.

Bottom line: If you're into long explorative adventures you simply can not go wrong with Acclaim's *RoboRaid* and it's available now, so what are you waiting for. 26797 -E. Storm

ROBORAID

LV11

11th FLOOR
DESTROY THE
GENERATOR...



LV30

30th FLOOR
DESTROY
DEADALIS...

SUPER NINTENDO

GENESIS

GAME GEAR

PHANTOM

2040

Time is running out for The Phantom...

And if you let the evil forces of Maximum, Inc. have their way, it's lights out for Metropolis.

BLAST AWAY YOUR ENEMIES
WITH 14 WEAPONS AND 5 ITEMS.

CONTROL TWO WEAPONS AT A TIME FOR OVER 100 WEAPON COMBINATIONS.

DISCOVER TWENTY DIFFERENT ENDINGS.

EXPLORE 60 FAST-PACED ACTION LEVELS.



For more information on Phantom 2040 Video Games
call 1-800-469-2539

ALSO AVAILABLE ON VIDEOTAPE
WHEREVER VIDEOS ARE SOLD

[illegible]

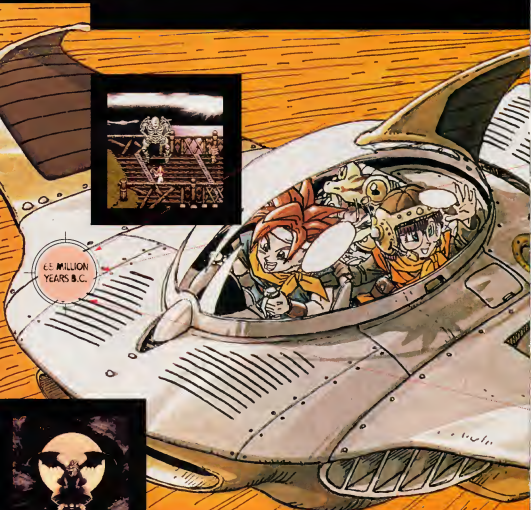
KIDS TO ADULTS
SEA TO AIR **WHEELS**
 The new movie from the producers of
 "The Untouchables" and "The Untouchables"
 "The Untouchables" and "The Untouchables"



Chrono Trigger™



66 MILLION
YEARS B.C.



THE END OF
THE WORLD.

It's about time.



Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Teraoka. 32 mega, 10 endings, 70-plus hours of game play. Coming Sept. 1st '95.

YOU
ARE
HERE.

THE END
OF TIME.



CHRONO TRIGGER
SQUARE SOFT
SUPER NINTENDO



Studio/Shogun, Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1995 Nintendo of America Inc. All rights reserved.

3DO ZONE

KILLING TIME

Killing Time is, without a doubt, the most original Doom clone since... well, Doom. This fantastic Studio 3DO work unravels the last of ultra-violent killed, by an anti-bear-bird with some of the best incorporation of FMV story into a one player, one-click game ever.

At present you're in the interactive horror-thriller adventure that feels almost like *And Then There Were None*, or *The Man in the High Castle*. It's a story which supposedly grants its horror believability. You're traveling by rail to an island mansion where you also start the game. The game is set in the middle of nowhere, lots of strangers you don't trust, shadows, etc. You're on the trail of a murderer who's been killing people in the mansion. You have to solve the mystery of the murders. You've traveled by rail to an island mansion where you also start the game.

Don't get the wrong idea, there are plenty of living beings whose bloodlust can only be matched by your own. Pirates, zombies, gelling gels, and the worst can be found and put to snow-shedding use against bloodlust. Bombs, traps, zombies, and of course, ducks. Last but not least, the mansion is filled with gelling gels (in the window panes). Added to the combat is the requirement of deep and involving space exploration, with many items to be found.

The areas include amazing 3-D backdrops and quite impressive well features by 3DO standards. You'll explore many areas such as an outdoor hedge maze and all the amazing rooms you'd expect in a (semi-) abandoned mansion. Backing up the graphics is a rich, orchestrated-sounding music score with haunting, beautiful tunes and superb sound effects. The voice actors are also quite convincing.

It looks like the question of Killing Time's play value will be determined by that game business, narrative storytelling, and the like, all of which are still being finished. Look for a review soon. -Slasher Quan

P
PREVIEW



DEVELOPER - STUDIO 3DO

PUBLISHER - THE 3DO CO.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER



SLASHER QUAN
Studio 3DO breaks the Doom mold with this innovative movie adventure.



Hidden Room

Her nose
(Don't forget to
pick this one up)

The Invite



The duck
room!
(lots of ducks!)



"JUST MOWIN'
DUDES DOWN



'TIL THAT
ORANGE MEANY
WAXED ME."

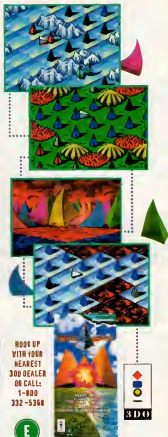
An Experience from the REAL 3DO Zone™, Lovie 'The Worm', OIT

ICEBREAKER



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, spit in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid!"



ROCK UP
WITH YOUR
NEAREST
3DO DEALER
OR CALL:
1-800-
332-5368



ENTERTAINMENT



Panasonic
Software Company

GAMERS DAY

EDITORS PREVIEW NEW GAMES, EAT LOBSTER, AND TRY TO STEAL M2 DEVELOPMENT SYSTEMS AT 3DO GAMERS DAY!

On Friday August 11th, The 3DD Co. opened its doors to one of the most spectacular events we've ever attended, the 3DD Summers Day. Our editor from each game mag was invited to the gala event. First we got to sample a host of brand-new 3DD games which are all due later this year. After rapin' with 3DD CEO Ted Hawkins and touring the facilities, it was off to a surf 'n' turf (i.e. steak and lobster) dinner accompanied by a spectacular live jazz band. Thanks for everything Tuesday, O'connor, et al... thanks for the six-button controller AJ, I'll get you next time on SSF2!! -Slasher Queen

3DO ZONE



Dragon's Lore

Midscape is releasing a 3D game called Dragon's Lore. We don't know much, but the shot sure looks cool... It's due in the 4th quarter.



Star Fighter

Studio 300 is whipping up a 3-D night sim with lots of intense dogfighting, texture mapping, and a variety of air and ground targets.



Battle Sport

A futuristic sports game which is almost football meets CyberGrid, this one offers one-player or split-screen action and futuristic vehicles.



AD&D DEATH KEEP

SSI's follow-up to the successful Slayer offers more Advanced Dungeons & Dragons-style maze slumping combined with combat elements of Doom and the taste of an RPG with a story. You choose from many D&D characters each with their own strengths, weaknesses, and techniques. There is a vast, underground 3-D world to explore!



Foes of All

EA Sports brings 3-D, real-time-perspective boxing to the 3DO. Ali and his all-time greatest opponents square off in this polygon-based simulacrum.



Flying Nightmares

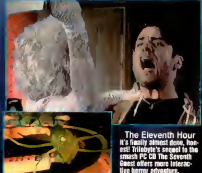
So you want to Conquer the 300... why that might not happen anytime this decade, but Flying Nightmares offers a jet-based flight sim which is strongly reminiscent of many classic PC games. There's dogfighting, air and sea battles, and even coverage



Phoenix 3

Phoenix 3 is unique among 300 games (and most games in general)

because it offers both a side-view, platform style section AND a 3D, Air Combat type flying mission. The graphics are very crisp and detailed as you can see, but the game's play and technique are largely open questions...stay tuned.



The Eleventh Hour: It's finally almost done, folks! Trilobyte's sequel to the smash PC CD The Seventh Guest offers more interactive horror adventures.

"THE
LUCKY



ONES

ARE

DEAD."

An Experience from the REAL 3DO Zone, Dave "Bingo Boy", PA

D



"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side." ■

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5360



Panasonic
Software Company



P PREVIEW



3DO

RELEASE DATE

PLATFORM

FRANCHISE

1-2 PLAYERS

DIFFICULTY

AVAILABLE

AVAILABLE



SLASHER QUAN
Finally, a REAL (3DO) version of the arcade smash!



If you own a 3DO, you're one of an elite few: those who are willing to invest in a system capable of (at times) true arcade translations. The perfection-packed 3DO version of Primal Rage is the reason you bought a 32-bit system in the first place!

So far PR is lookin' purely identical to the coin-op... in fact, Time Warner is so "on the ball" that it included all the new features (such as the glorious hit sparks)

from the arcade version 2.0. The quarter-cruncher's incredible stop-motion animation is also recreated with exquisite detail. According to 3DO, this version contains MORE frames of anima-

tion than the forthcoming PlayStation version!

Extras included in PR 3DO include the rendered character intro, all the gorgeous story and ending screens, all the amazing backgrounds, and all the gore and fatalities. The CD music is perfect and sounds like it's straight off the arcade board.

So, what's missing? Based on the preview version, I can't name one feature that was deleted in this translation. In fact, there are even new features, such as a training mode, a tug-of-war, and an endurance mode. The true Rage will begin when our review copy arrives. I can't wait! —Slasher Quan

MUNCH SOME HUMANS!





GROTESQUE FINISHING MOVIES!



JAGUAR'S DOMAIN

P PREVIEW

JAGUAR
CD

DEVELOPER - READYSOFT

PUBLISHER - READYSOFT

FORMAT - CD

OF PLAYERS - ONE

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



Dragon's Lair for the Jag-CD? Are my eyes deceiving me? Yes, it's true, and our pals at Readysoft have done it again. Having

been a huge fan of the arcade LD version, and later its 3DO counterpart, I must say that this version's not all that bad.

The play mechanics here, for the most part, stayed very similar to previous versions (ie. CD-I, 3DO, and Sega-CD). Left, Right, Up, Down and Sword are the only commands at your disposal. But utilized correctly and at the right moment, there's no challenge Dirk can't overcome.

As always, Dirk's famous yelps and screams of ter-

ror have all been included. I also noticed a few scenes that were excluded from the 3DO version which have fortunately been restored in the Jag-CD. Surprisingly, the loading time is minimal. Not bad for a single-speed drive.

The FMV tends to be a bit on the grainy side, but if you're one of the select few who managed enough persistence to master the game in its original form (a dollar a pop), you'll find it an easy task to overlook. Besides, a bit of grain never hurt anyone.

Although the version we played wasn't 100%, I carried a note of promise for the Jaguar CD-ROM. And like Dragon's Lair itself, this system has to be looked upon with a certain degree of patience.

- JACE FURY



JACE FURY

Dirk's a lair for the Jag-CD. Are my eyes deceiving me?



Sword, Up, Right,
Down, Left



Up, Sword, Up,
Sword, Left, Sword



Right, Up, Down, Left



Sword, Sword, Left,
Sword, Sword



Right, Left, Up, Left,
Right, Left, Right,
Sword, Sword



Left, Up, Right, Up,
Left, Up, Sword, Up

Be Afraid. Be warned

IT'S COMING!

THE DEFINITIVE SURVIVAL GUIDE FOR MK 3

GAMEFAN

**MORTAL KOMBAT 3
KOMLETE!**

Coming in October

- The definitive guide to the ultimate fighting game!
- Every Fatality, Debility, Animality and Friendship
- Hundreds of Killer Kombat and Expert Strategies!
- All the secret codes...plus the Ultimate Kombat Kodal!
- Written by Gamefan editor Matt Taylor with MK 3 tournament champions Jen Fink and Graham Wolfe!

PLUS.....

- Behind the scenes on the set of *Mortal Kombat the Movie*
- Exclusive interviews with the stars and special effects producers

Call now to reserve your early copy
1-800-454-2637
for VISA or MASTERCARD orders

\$5.95
after discount

LIMITED PRE-BOOK OFFER!

SAVE 25%

off the newsstand price

Make check or money order payable to Diarch Games, Inc. Canada and Mexico add \$10.00. All other foreign add \$20.00 U.S. funds. Allow 6-8 weeks for delivery. CA residents add 6.25% (62000) sales tax.

DON'T GET MAD, GET PO'ED!

Your ship has been overrun by aliens. Your comrades-in-arms have been captured.

And your souffle has been ruined. What do you do?

Grab your jetpack and rocket launcher and fry those suckers!

Pushing the bounds of 3DO technology, PO'ed injects you into a fully-rendered three-dimensional world and presents the most exciting and fast-paced first person gaming experience available for home videogame players.



- Complete 6 degrees of freedom in a vast 3D world
- Extremely fast-paced seat-of-your-pants action
- 10 terrifying and truly ugly monsters
- Multiple weapons of destruction and gore to choose from, including "Missile-cam"
- Non-linear level connection of over 25 different, beautifully, texture-mapped, exotic alien environments
- True physical motion modeling for smooth and intuitive controls

Get that not so fresh feeling at <http://www.anychannel.com>

ANY
CHANNEL

WE WERE WARNED HEADS
NEW GAME DIDN'T REDEFINE THE



POWERED BY
namco

Thrill floods. The first aggressive looking system ever in fighting games.

More deadly combos than a fast food restaurant!

WOULD ROLL IF OUR
ENTIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices. Introducing WeaponLord™ Combat with a cutting edge. WeaponLord features,



weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-

bowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

WEAPONLORD™ & © 1995 Namco America, Inc. All rights reserved. WEAPONLORD is a trademark of Namco America, Inc. To find out about why WeaponLord is the ultimate sword-to-sword combat, e-mail us at info@namco-america.com. Or just beat the crap out of you and IRLAND™ are trademarks of Sega Enterprises, Ltd. All rights reserved. S&B™ and the S&B™ logo are trademarks of Williams Entertainment, Inc. Namco's Super Nintendo Entertainment System and the Official Namco are registered trademarks of Namco of America, Inc. © 1995 Namco of America, Inc. The red logo icon is a registered trademark of the International Digital Software Association.





R EVIEW 32X

- DEVELOPER: AM2/UNLEGA
- PUBLISHED: SEGA
- FORMAT: 32X MSX CARTRIDGE
- # OF PLAYERS: 1-2
- DIFFICULTY: ADJUSTABLE
- AVAILABLE: SEPTEMBER



SLASHER QUAN
The last 32X game yet (in my opinion), Virtua Fighter brings the true potential of the system.



FIVE VIEWS TO A KILL

THE 32X BRINGS FOUR ALL-NEW CAMERA ANGLES TO THIS INCREDIBLE ARCADE TRANSLATION.



HIGH ANGLE SKYCAM TOURNAMENT MODE & CUSTOM RING SIZES



Come one, come all! You and seven of your friends can go at it with the all-new Tournament Mode. One of my favorite new features is the adjustable ring size; this feature alone will make you rethink your VF strategy.



At LAST! There have been a handful of "A" quality 32X games, but for me, this is the first one that truly justifies this system's existence (as well as the first quality fighter on the 'X). Virtua Fighter 32X is not only a masterful arcade translation, in a few areas it actually exceeds both.

The Saturn and coin-op versions? Graphically, Virtua Fighter makes the 32X look like a true powerhouse. There's somewhat of a drop in resolution compared to the Saturn version (everything looks just a tad grainy), but this is almost completely overshadowed by the 100% smooth, totally flicker-free, you'd-swear-you-said-to-a-quarter animation. As if near-perfect graphics weren't enough, how about how ALL NEW camera angles? Ramping from a ground-level quarter view in skycam, these new angles are not only exciting but totally playable... NOT gim-

icks at all. The same play is Virtua Fighter. The arcade game. Remember it? Get it? Good, I have nothing more to say. Segs of course claims that VF 32X is so exact, it's actually slightly more tuned and controllable than the Saturn version... You be the judge.

The only area VF comes up short at all is an area that would have been a virtual impossibility to perfect: audio. Okay, so given the limitations of the 32X, the sound has much power. A few of the music tracks were recomposed (possibly to optimize a tune that works well on the system). Some of the character voices/grunts are a bit grainy, as expected, but other voices, such as the announcer and many of the effects, are surprisingly clear. Overall, I am quite happy with the results.

If you love a Saturn, I can't say it's worth investing in a 32X just to play this version (especially since you can buy the import VF Remix, my favorite edition of all). But if you're a 32X owner not quite ready to head for Saturn, this is a must-buy.

-Slasher Quan



PATIENCE IS A

VIRTUA



Kolibri

P
PREVIEW

32X

DEVELOPER - NOVARKADE

PUBLISHER - BESA AMERICA

FORMAT - 24 MEG CARTRIDGE

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER



E. STORM
THE PERFECT BLENDING
OF SHOOTING, EXPLO-
RATION AND PUZZLE
SOLVING.



Let me start off by simply stating, *Kolibri* is a fantastic game. It's innovative, visually stunning, and a shining example of non-linear gameplay. The 32X is the lucky recipient of its first exclusive, benchmark title. A golf clap is in order.

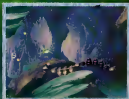
In *Kolibri* (in a similar fashion to *Ecco*) you play a hummingbird, whom after being pushed away from pollinating flowers alongside fellow hummers, finds and begins to dine on a bursting red flower. Instantly, the world turns to utter chaos. I'm not sure what the actual story is but that is what you see, again, in *Ecco* fashion. I do not want to lead you believe that *Kolibri* is an *Ecco* clone because it is definitely not. In my opinion it's a far better game. There are genius shooting elements in this game that

take *Kolibri* a step above the 'new age'-ness of *Ecco* and into a realm of gaming that may actually appeal to every walk of game player.

Remember the stunning *Rio-Hazard* better? Well, imagine that standard of colors, surrounded by some of the most vivid natural landscapes to ever grace a screen.

In the gameplay department things are equally on target, with a vast array of shots to obtain and engendered, along with vast levels featuring equal amounts of shooting, exploration, and puzzle-solving. I'm also happy to report that the music and sound effects are also high quality.

Yep, it's exclusive 32X and it's going to be a great game. I'll have a *Kolibri* review next month. -E. Storm



BUT WHY WAIT... GET YOUR SPECIAL 32X™ VIRTUA FIGHTER™ TRAINING PACK RIGHT NOW!



GAME CARTRIDGE
NOT INCLUDED.

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: **1** A coupon good for a \$20 rebate on a Virtua Fighter 32X game cartridge or a \$40 rebate on any 32X hardware system. **2** An exclusive Virtua Fighter video with key game tips and upcoming highlights. **3** An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit. **4** A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!

GENESIS
32X

SO WHAT ARE YOU WAITING FOR?

SEGA®

*No Purchase Necessary. To enter, see Virtua Fighter Special Training Pack (SKU #84705) or hand print your name, complete address, birth date and telephone number on a T-shirt card and mail to: Virtua Fighter Sweepstakes, P.O. Box 4714 Hayward, CA 94520-2714 by Dec. 31, 1995. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Little & King Co., Inc., 140 Broadway, New York, NY 10038. Void where prohibited. Estimated retail value of prize structure: \$11,000. Sweepstakes ends 10/3/96.

SEGA, GENESIS 32X AND VIRTUA FIGHTER ARE TRADEMARKS OF SEGA. © 1995 SEGA. P.O. BOX 5067, FARMINGDALE, NY 11735. ALL RIGHTS RESERVED.

FEED THE

Because after all,



NOVASTORM™

The 3DO version was *Die Hard Game Fan's* 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

Available September 9th



WIPEOUT™

Savor the "wild, stomach-twisting driving" (*Game Pro*). Go full-throttle on "an incredible selection of tracks" (*Game Players*). Understand that "the sensation of speed is utterly terrifying" (*Ultimate Gamer*). Then face up to the fact that "with WipeOut, the future really is now" (*Die Hard Game Fan*).

Available October 17th



DISC WORLD™

Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at *EGM2* said, "Discworld will totally boggle your mind."

Available September 9th

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Wipeout™, 3D Lemmings™, Destruction Derby™, Novastorm™, and Psychosis™ are trademarks of Psychosis Limited. 3D Lemmings is developed by Clockwork games and based on original characters created by DMA Design. Discworld™ is a trademark of Terry Pratchett. Discworld is developed by TWC. Copyright 1995 TWC. Games, © 1995 Psychosis. © 1995 Sony Electronic Publishing Company.

MACHINE

you are what you eat!



You've got the hottest console around and it's **HUNGRY**.

Hungry for software that really satisfies.

Hungry for 3D worlds and realistic racing thrills.

Hungry for action.

Hungry for adventure.

Hungry for an all-out-gaming feast.

So what are you waiting for?

Don't starve your PlayStation.

Feed it with the meatiest software you can buy.

No fat. No flab. Just 100% protein. From the game-play chefs at **Psychosis**.

**WHEN YOU'RE READY
TO TASTE THE
DIFFERENCE.**



3D LEMMINGS™

"You've never played Lemmings like this before," said **EGM2**. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. An amazing brain teaser in 3 gloriously goofy dimensions, 3D Lemmings is the most fun you can have while rescuing rodents!

Available October 24th

DESTRUCTION DERBY™

Electronic Gaming Monthly called it "stock-car racing on steroids!" **Game Players** raved at "the most realistic crashes we've ever seen!" **Next Generation** sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die.

Available October 31st





Game Day

Welcome to Sega, where the history's are long, and the days are short. The fine folks of SOA have got to be the most precious hoards in all of gaming. So another game day has come and gone. Day one had us gazing at VF2 and Sega Rally, both of which are looking truly sacred generation. Rally has no visible pop-up, and VF2 (though currently void of backgrounds) looks extremely promising. The 32X had some power too, with X-Men, Primal, Soldierman, Kallib, T-Mach, and VF: Day two was a real shocker! Just when we thought the Saturn well was dry, Whack! A whole lotta 'emms we didn't expect to see showed up, including Neversoft's groundbreaking new title of dischall, Skeleton Warriors. U.S. Gold also has quite a game on their hands. Johnny

Bazookadone features bouncy little SGI characters with animation to burn and some truly amazing backgrounds. This could be the small character platform hit we've been waiting for in Sonic's peculiar absence. Saturn Sonic must be a big secret. You know someone is staring at it right now... wish it was me! Unfortunately, screen grabbing must be acquired through video taping, so what you see here, even though we've nursed them back to as much health as possible, is not what you get (you get better). There were a few Genesis carts around with the most impressive being Ocean's Lobo. If he's anything like he is in his comic, in the game, we can prepare for some heavy SGI style carnage. Playmates' Mutant Chronicles looked good too and also uses rendered characters. We were a little short on space so you'll have to check out Rally in Saturn previews, otherwise, man!



PLAYMATES/NEVERSOFT'S INCREDIBLE SKELETON WARRIORS. A BATTLE TO THE BONE!



ACCLAIM'S NBA JAM: TOURNAMENT EDITION. THE ARCADE GAME AT HOME.



U.S. GOLD'S JOHNNY BAZOOKADONE

NOMAD TO RELEASE IN OCTOBER!

The BIG news at game day came in the shape of a little black box called the Genesis Nomad which to everyone's surprise and elation is coming out earlier than expected... Sega's making this a habit. The Nomad will hit stores in OCTOBER for under two hundred bucks. The Nomad features a 3-1/4 inch full color screen, and uses six AA batteries for up to three hours of continuous gameplay. Sega will also offer several peripherals including an AC adapter, a cable for play in TV play, a rechargeable battery pack, and a car adapter. You can even plug in a controller if you so desire. Like a Volvo, the Nomad is boxy, but built to last. The unit feels very comfortable, and seems quite durable. Imagine: Gunstar, Bloodlines, PS&, and the like... on the road! As soon as we can get our hands on one we'll bring you a full report.





VIC TOKAI'S NEW 3D FIGHTING GAME, CRITICOM.



CRYSTAL'S OFF-WORLD INTERCEPTOR EXTREME, 26 NEW AND IMPROVED LEVELS TO THRASH!



HERE'S YOUR PERFECT VERSION OF MC2 FOR WHEN YOU GET TIRED OF 3.



ACCLAIM'S NFL QB CLUB '96 FOR THE SATURN.

JVC'S DEADLY SKIES.

ATLUS' POWER SLIDE

CRYSTAL CLASSIC: THE HORDE.

GENESIS



PLAYMATES' MUTANT CHRONICLES: DOOM TROOPERS

OCEAN'S WATERWORLD



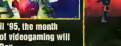
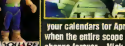
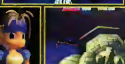
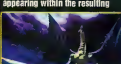
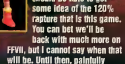
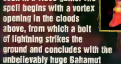
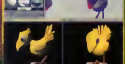
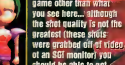
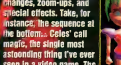
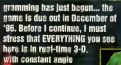
ACCLAIM'S WWF

OCEAN'S SQJ BASED LOBO.

FINAL FANTASY VII

VIDEO
ULTRA
64

We all knew they were on their way, but little did we know they would be so soon! In coming: Actual screen shots of a game currently in development for Nintendo's Ultra 64. In this world exclusive, GameFan brings you shots of which, in many a gamer's opinion, is THE U64 game: Final Fantasy VII. According to a member of the can't wait, the demo you see here, which runs under emulation, is currently populated with FFXI characters because the game is so early in development. As you read this, hard pro-



gramming has just begun... the game is due out in December of '95. Before I continue, I must stress that EVERYTHING you see here is in real-time 3-D, with constant angle changes, zoom-ups, and special effects. Take, for instance, the sequence at the bottom... Celes' call magic, the single most astounding thing I've ever seen in a video game. The spell begins with a vortex opening in the clouds above, from which a bolt of lightning strikes the ground and concludes with the unbelievably huge Bahamut appearing within the resulting

earth-shattering explosion and emitting a massive fireball, which the constantly-moving camera pans inside. I'm hyped,

to say the least. Little else is known about the game other than what you see here... although the shot quality is not the greatest (these shots were grabbed off of video, or an SGI monitor) you should be able to get some idea of the 120% rapture that is this game. You can bet we'll be back with much more on

FFVII, but I cannot say when that will be. Until then, patiently gape at these shots and mark



your calendars for April '95, the month when the entire scope of videogaming will change forever. - Nick Rox

SQUARE



IN DEVELOPMENT



THE RED MERCURY MISSIONS

Although currently in mid-development, Warhawk is shaping up to be one of the most promising initial PlayStation games. The action centers around a powerful storyline involving two combat hover-jet pilots flying in a war between two great military powers sometime in the future.

Warhawk features a complex control layout to compliment the hyper-realistic gameplay. The control and play mechanics in this game are very much similar to those found in PC 'hell' games like Comanche. You have a wide array of tactical maneuvers and complete, non-linear control over where your aircraft flies. In many ways, this game is much superior to even the most sophisticated PC chopper combat sims.

The finished, polished product should be an experience to behold. I can't wait until we see this game in its final form. Our preview copy contained only one playable level, so here I am, left dying for more. Stay tuned.

-The Stalker

WARHAWK BY PETERDROSS AVAILABLE OCTOBER

KRAZY IVAN ★

Coming soon to a PS near you is Krazy Ivan, a mind-blowing 3D macho-madness blasting game. In this impressive polygon based action shooter, you assume the role of the commander of a sophisticated battle robot sent out to seek and destroy the enemy's forces. Using cannons, missiles and other wholesale destruction hardware, you have to take on the baddest bots in the land and not get atomized in the process.

The 3D rendered graphics have to be seen in motion to be fully appreciated. Too cool in the polygonal movement and animation of the

enemies you encounter.

You'll likely see much more of Krazy Ivan in the next few months. It's possible that this game might even eclipse the incredible (yet seldom seen and/or spoken of) Team 47 Gomaas game, which would be quite an accomplishment. Only time will tell, as both games are still far from finalization.

-The Stalker

KRAZY IVAN BY PETERDROSS AVAILABLE NOVEMBER



CRYSTAL DYNAMICS' SATURN • OCTOBER

SOLAR
ECLIPSE

For a good part of the nineties, quality shooters have been a rare commodity. They were taken on 16-bit after the over-saturated 80's and since have shown little in the way of innovation. Well, it looks as if all that is about to change. Here we are barely scratching the new area and phenom shooters like *Phalocanna* and *Solar Eclipse* are already within sight. The brains behind this blistering shooter is Crystal Dynamics, master coders of the next generation, and the sole reason many bought a 3DO.

If you're thinking, hey, *Solar Eclipse* must be just like *Total Eclipse*, think again. This is a different animal completely. The levels in TE were quite spacious but the levels in *Solar* are monstrous! I cannot believe the horizontal and vertical scope of this game. It is by far the largest 3-D environment I have ever encountered in a shooter. Remember *Total*'s tunnels? Well, well 'til you deck into *Solar*'s caves! Not only can you weave throughout their many corridors but if you see a curious hole on either side, no matter how small, chances are you can duck in and take a tight ride through a worm hole leading to vast caverns deep in the mountain's surface. Besides this shielding feature, the texture mapping is superb. The final version will be up to 40% clearer than what you see here! Of course I haven't even mentioned the 3 to 500 communications from your wing men and HQ or the accom-





denying 40+ millions of FNV. Mainly because I haven't seen it yet. I'm sure it'll be as cool as FNV can be (which ain't all that cool in my opinion).

So shooters are coming back, I couldn't be happier. We'll have more on Solar Eclipse in the month's ahead.

PS-In last month's Kain preview we mentioned an upcoming Crystal expose. I just want to let you know, it's still coming. Look for it in the November GameFan. -E. Shick



ZERO DIVIDE



A Virtua Fighter clone with substance and originality? Yes, obscure little design house Zoom (whose first and only previous release was 1994's Super Famicom title, G2) clearly mastered the art of PlayStation coding: Zero Divide manipulates huge, complexly strung polygon scorpions, dinosaurs, and god-only-knows-what's to make one of the most imaginative fighters yet.

Unlike certain other previously released 3-D fighting games, Zero Divide is packed with tasty goodness in the play control department. The play borrows heavily from Virtua Fighter. With tons of easy-to-do moves per character, an intricate combo system, and a killer instinct-esque juggling system, Zero Divide has no shortage of depth.

The game doesn't feel clip and borrow from other games. It has some original aspects as well. In addition to a life meter, each character has a diagram displaying all of their body parts. You can target specific body parts of your

opponent and damage or destroy them, such as taking out their head with a backdrop. The body part then becomes transparent (in some cases you can see bones, or the robot equivalent), and any moves associated with it become useless. You can also grab hold of the edge of the ring, and flip yourself up from a ring out - sometimes. If you're hit too far out to grab hold, the camera will follow you down until your meager final impact.

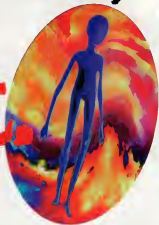
With the exception of Virtua Fighter, the game that started it all, Zero Divide seems to be the first 3-D fighter where everything comes together: graphics, sound (save for the swoosher, the single most annoying in any game, eww), play control and challenge. Zero Divide ships in Japan on August 25th.

Let's hope Soe of America doesn't feel that their line-up is already too packed with fighting games to tilt this one in. -Takehi

ZERO DIVIDE IS BEING DEVELOPED BY ZOOM. IT'S OUT IN JAPAN NOW AND SHOULD MAKE THE JOURNEY STATESIDE LATER THIS YEAR.



SCREW the Prime Directive. If it's on radar, it's toast.

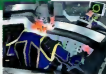


Intense, 3D terrain-
mapped battles of reflex-
assaulting canyons and
tunnels. Disarmament™
cocktails, anyone?



Screen through 20
different rounds of
nonstop destruction.
Remember, the more you
kill, the better you feel!

Featuring new Save
Game option, com-
busting 360° barrel roll
capabilities, and
life-saving power-ups



Forget about that intergalactic
brotherhood CIAP. 'Cause with
Total Eclipse Turbo, the
space-combat simulation for the Sony
PlayStation®, there ain't a heapin'
helpin' of hospitality for light years. And
with all those squid-faced aliens
stopping in to party, you're gonna have to
fire up your wicked welcome
wagon and get this 32-bit
block party blazing.



Call 1-800-775-5772 for game rating information. Crystal Dynamics and Total Eclipse Turbo are trademarks of Crystal Dynamics.



Sony is a registered trademark of Sony Corporation. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. ©1999 Crystal Dynamics. All rights reserved.

**CRYSTAL
DYNAMICS**



It's been 10 years since the death of the legendary King Giles. Today, to the great pride of his foster parents, Giles' son Maris will be following in his father's footsteps and joining the castle guard.

R
REVIEW



SEGA SATURN

DEVELOPER - SONIC TEAM

PUBLISHER - SEGA/JAPAN

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - IMPORT/NOW



F. STORM
SOMEBODY PINCH
ME...



UPON YOUR ARRIVAL YOU'LL BE RUDELY INTRODUCED TO BOMBO. HE'S COME FOR PRINCESS SATIRA. AFTER CONTROLLING HER MIND AND LEADING HER AWAY HE CASTS A SPELL ON THE ENTIRE KINGDOM...



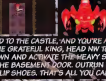
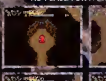
MAKE YOUR WAY THROUGH THE CASTLE AND HEAD FOR THE LABYRINTH TO THE EAST. THE FIRST THING YOU MUST DO IS ALIGN ALL THE STATUES BY PUSHING THEM INTO PLACE. THE CHEST CONTAINING THE HEAVY SHOES WILL NOT BE ACCESSIBLE UNTIL ALL THE STATUES ARE IN PLACE. ONCE THEY ARE, A DOOR APPEARS IN THE FIRST CHAMBER ON THE LEFT AS YOU ENTER.



ONCE YOU'VE ACQUIRED THE HEAVY SHOES AND DISCOVERED THE ALTAR AT WHICH BATEKA IS BEING HELD YOU'LL FIRST WITNESS THE TRANSFORMATION OF DARK ELF KARLI INTO A CLONE OF THE PRINCESS, AND THEN, ONCE DISCOVERED BY DARK ELF LORD PAZDAY, BE MADE TO FIGHT BAMBO. DEFEAT HIM EASILY AND THEN WITNESS THE FATE OF THE REAL BATEKA AS SHE IS MAGICALLY TRANSFORMED INTO A LONELY DUCK.



THE UNFRIENDLY LITTLE GATHERING IS NO PLACE FOR A PRINCESS.



THE CLONE BATEKA HAS RETURNED TO THE CASTLE, AND YOU'RE A HERO... OR SO THEY THINK. AFTER OBTAINING THE 2ND LABYRINTH KEY FROM THE GRATEFUL KING, HEAD NW TO THE LOCKED LABYRINTH. OPEN THE DOOR AND MAKE YOUR WAY TO THE TILE SHOWN AND ACTIVATE THE HEAVY SHOES. YOU'LL FALL THROUGH TO THE LEDGE BELOW WHICH IS CONNECTED TO THE BASEMENT DOOR. OUTRUN THE CRUMBLING FLOOR AND DROP THROUGH THE NEXT TILE TO DISCOVER THE SLIP SHOES. THAT'S ALL YOU CAN DO HERE FOR NOW. HEAD FOR THE WOODS!





ONCE INSIDE THE FOREST EGGIP THE SLIP SHOES TO SLIDE UNDER HOLLOW LOGS AND MAKE YOUR WAY TO THE BOTTOM LEFT. THE OUTLET LEADS TO A MARSH WHERE YOU'LL USE THE HEAVY SHOES...



KICK THE TURTLES TO FORM BRIDGES AND MAKE YOUR WAY TO THE TOP RIGHT. SLIDE THROUGH AND SEARCH FOR THE CHEST CONTAINING THE MAGIC HAND. YOUR DONE HERE FOR NOW. HEAD BACK TO THE 2ND LASYRINTH.



WITH THE MAGIC HAND YOU CAN ACTIVATE THE PRID...



WITH SHELL IN HAND TALK TO THIS TREE. NOW
SEARCH WITH. YOU MUST REACH THE FAR
NORTHERN POINT.



DEFEAT THE GUARDIAN TO GET
THE WHISPER SHELL HEAD
BACK TO THE WOODS...



BE READY WITH THE MAGIC HAND BECAUSE THE TARRANTULA STRIKES FAST! TIME YOUR BLOWS TO HIT HIM AS HE LANDS AND KEEP MOVING. BE CAREFUL TO AVOID HIS WEB AND YOU SHOULD HAVE NO PROBLEM DEFEATING HIM. AFTER YOU FREE SATEKA (WHO IS STILL A SWAN), SHE'LL FOLLOW YOU BACK TO CASTLE ODEGAN...



AFTER LEAVING THE CASTLE (BE SURE AND STOCK UP ON HEALING HERBS AND SAVE YOUR PROGRESS) HEAD FOR THE CAVE IN THE NW. YOU'LL EMERGE IN A NEW TOUGHER AREA. HEAD FOR THE BIG TREE AND ACQUIRE THE MONKEY SUIT. WITH THE ABILITY TO CLIMB, THE GUARDIANS JUST MINUTES AWAY DEFEAT HIM AND RETURN THE PRINCESS TO HER ORIGINAL FORM.



BE SURE TO GRAB THE LIFE CONTAINER ON THE WAY TO THE BOSS.



SUMMARY

IMAGINE ZELDA WITH RENDERED GRAPHICS AND THAT SONIC TEAM TOUCH, AND YOU'VE GOT SHINING WISDOM. THIS IS A FANTASTIC RPG THAT NO ONE SHOULD MISS. THIS GUIDE IS HERE IN CASE IT DOESN'T MAKE IT TO AMERICA; BECK OUT THE IMPORT IF YOU MUST. ON THIS, BLUE BIRD, AND KAY EARTH, RPG'S ARE HAPPENING ONCE AGAIN! I'LL BE BACK WITH AN RPG SPECIAL IN NOVEMBER.

-E. BLOOM



THIS IS CERTAINLY ONE ANGRY SHRUB. RUN LIKE MAD AND NODDIN' TO ITS HEAD. YOU'LL DROP A FEW HERBS, WERE BUTTER WORKS! DEFEAT THE BEAST AND THE ELDER BREAKS THE SPELL THAT SHAN WAS STARTING TO BUD ME.

THE NEXT CHALLENGE YOU'LL FACE MAKES THE REST SEEM EASY AND WE'VE ONLY NICKED THE SURFACE OF THIS ADVENTURE. STAY TUNED FOR MORE SHINING WISDOM (AND THAT BLUE BIRD CANTATION I PROMISED) NEXT MONTH.



A HAUNTINGLY SURPRISING ADAPTATION BY THE GUY



CHILD, STAFF GRAB THE EDGE OF PAPER FROM THE DRAWER, THEN DROP IT IN THE BOWL OF WATER ON THE DINING ROOM TABLE. FOLLOW ITS INSTRUCTIONS BY THE DRAWER, THEN USE THE MATH, TITLED ON THE APP.

I'm not a big fan of interactive movies. In fact, I regard them with the same level of disgust I usually reserve for intestinal parasites, Canadian-style football, and ex-Airwolf star Jan-Michael Vincent. But in spite of those two nasty words on the CD case, *D no Shokunaku* is pretty, innovative, and intense — everything that every other “interactive cinema” is not. Interactive movies were a bad idea from the beginning. They mix crappy same-play with grainy video; expect the gamer to play simply for the reward of seeing more pixily video. —As if the gamer couldn't rent an actual video, and see as much good video as he/she wanted — something, perhaps, with an actual budget. Something that does more than just “push the limits” of a PC rigging. (about on 00134)



THE SERIES WON'T COME TO YOU, BUT THE DOOR STILL WON'T OPEN. GRAB A KEY IT THE FIREPLACE.



THE DRESSER, NOT ALSO CONTAIN A GOLDEN KEY. EVIDENCE CANNOT BE DENIED.



THIS WAS, INTERESTING. NOW USE THE KEY TO GET AROUND THE CASE.



SEGA SATURN

DEVELOPER - NINE

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - ONE

DIFFICULTY - BEGINNER

AVAILABLE - NOW JAPAN



MANIPULATE THE
NUMBER HERE TO GET
THE KEY TO OPEN



YAKUHI
SHOW THE REASON
WHY THE REASON
WHY THE REASON



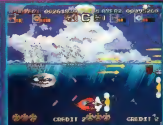
ONCE YOU GET THE KEY, OPEN THE DOOR BEHIND THE BED ROOM AND START RUNNING.

THE ONLY CHAMPIONSHIP
SEGA
SEGA RALLY
CHAMPIONSHIP
1995
INTERNATIONAL RALLY

Sega Rally is still in the early stages of development, but is already moving at a brisk 30fps (1/2 the arcade's fps). Besides the imminent loss of resolution SR looks very close to the coin-op. It's already moving at nearly twice the frame rate of Daytona and it isn't nearly completed. The dirt flies this December.



Here's the latest from Japan!



One of the most legendary shooters in coin-op history, Taito's Darius Golden, is due out in Japan this December. DG did well in Japanese arcades, but due to the fighting frenzy here in the states, never surfaced. This is an amazing shooter packed with special effects. I'm sure Taito will bring DG out here soon after, or maybe even before... why not?



Bandai-Gundam-Gundam-Bandai. It's a no brainer; the two are synonymous. This time it's gratefully action/shooting rather than the usual strategy fest. If you're a fan, comb the import section for this one. Gundam's seldom wander state-side.

What would a console be without Dragon Ball Z? Soon to hit American television (hopefully somewhat intact), if D&Z has half the impact here it has in Japan, you'll see this game over here in a flink! Not much is known about the actual gameplay yet, other than the obvious, but if this version is anything like the PlayStation's, expect great things.



Wow! Check out X-Men: Due out in Japan this October, Capcom's arcade masterpiece is coming home, 100% intact. Look for a US release by the end of the year.



R REVIEW



DEVELOPER - DATO

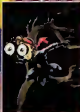
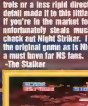
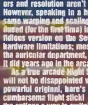
PUBLISHER - DATO

FORMAT - CD ROM

OF PLAYERS - 1

DIFFICULTY - EASY

AVAILABLE - NOW JAPAN



THE STALKER



Night Striker has arrived! Talk, makers of the original 3-D shooting arcade game, has licensed MS to Xing, and we finally have a version of the awesome Night Striker truly deserving of the name. Thanks to the added muscle of a 32-bit CPU, gone are the days of half-hearted arcade translations. What you now get for your money is a differentially accurate representation of the game you shelved out quarter after quarter to play!

The state is in trouble, and you must strike at the source of the problems. A terrorist organization has taken up position in a bustling futuristic megalopolis, and is posing a serious threat. Armed with a fierce jet-powered attack vehicle, you must fly through the city and take out the leaders of the operation, the enemy's super computers.

Graphically speaking, this game is good but it isn't anything spectacular. The colors and resolution aren't totally breathtaking, but look nice enough to compliment. However, speaking in a historical sense, the graphics are absolutely flawless. The same warping and scaling that made the original a hit have been retained and re-created (for the first time) in a fashion no less than absolute perfection. Unlike the per-fidious version on the Sega CD, this newer incarnation does in no way suffer from hardware limitations; most notably in terms of the intense, rapid 3-D sequences. In the aerial department, Night Striker blasts the EXACT same sounds on the PSX as it did years ago in the arcades. The level of malicious sound recreation is fantastic.

As a true arcade Night Striker enthusiast, I'm relieved to say that fellow gamers will not be disappointed with the PSX version. For those who have never played the powerful original, here's a chance to play the exact same thing — minus that big cumbersome flight stick! Speaking of which, Xing had the foresight to include among the options a way to switch between the heavy, self-centering "flight stick" style controls or a less rigid directional pad control mode. Everything down to the smallest detail made it to this little black disc. Even the same laughable text was tossed in! If you're in the market for a slick new 3-D game (besides Philosoma, which unfortunately steals much of Night Striker's thunder), then you must check out Night Striker. I've seen few arcade conversions as true to the original game as is Night Striker on the PlayStation! Simply a must have for MS fans.

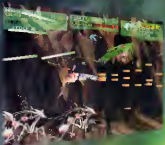
-The Stalker

NIGHT STRIKER

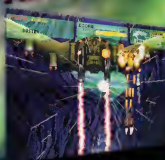




PHILOSONOMA

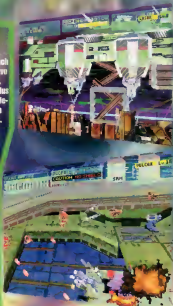


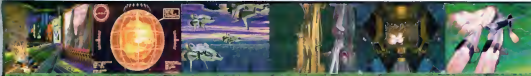
Let two facts be known before I begin this review: PhiloSonoma is the most graphically impressive shooter ever. It is also one of the shortest. Though there are only four phases, each is broken down into several sub-stages that have an entirely different game angle than the last. The amount of time needed to program eight-plus completely different engines - ranging from side-scroll to 3/4 view to first-person - can be taken as an excuse for the game's relative shortness. After all, with but a pathetic-sounding four areas, PhiloSonoma took almost two years to develop. Each sub-section is fairly long, however, roughly one-third to one-half the length of a standard shooting game level. What makes PhiloSonoma so short is not so much the lack of phases but the fact that you are given five continues per area... regardless of the difficulty level. Basically, anyone able to breathe can beat PhiloSonoma in a couple hours.



The storyline is mundane shooter fare: You play as D-3, a cadet aboard the star-cruiser Gallant. After intercepting a distress call from the outpost planet OMA-194-228, you and five comrades fly down to investigate.

As you might be able to tell, PhiloSonoma's strength lies not in its story





P
PREVIEW



PlayStation

DEVELOPER: SCEJ

PUBLISHER: SCEJ

FORMAT: CD

OF PLAYERS: 1

DIFFICULTY: EASY

AVAILABLE NOW JAPAN

but with its non-stop wow-factor graphics. The constantly-changing views isn't quite like having eight shooters in one, but they do provide for an always-fresh and exciting look, and the gameplay hardly ever gets monotonous. The old shooter adict of "saan ena level, seen 'am all" definitely does NOT apply with PhiloSoma. Of these myriad sub-stages, only aoz comes to mind that is actually poor... the rest are beautiful. Whether Clockwork Knight-style "2.5-D," parallax-laden side-scroll, first-person 3-D or three-quarter view, every stage secretes sticky gobs of para joy. Each "break" in views/sub-levels is illustrated via godlike, rendered FMV sequences that blend perfectly with the action. There is literally no wailing time between game and FMV, the video quality is near-perfect and the CG is nothing short of transcendent; easily the best I've ever seen in any video game. The hyper-stereoscopic opening alone will knock your socks off. But who really cares about cheap features like FMV, right? Back to the game...

Your lightest, the Strogo (Which means "witch" in Jellen, according to the game's producer), comes equipped with four so-called weapons that can be powered-up to three levels: The Vulcan, a regular shot, a Laser that cuts a white-hot transparent swath through the enemy, the Rayblade, a rear shot that's used primarily for shooting behind you in the "flying towards the screen" levels, and the Assault Break, a charge-up R-Type-style blast. You can also gain two types of missiles, the Woodpecker and the Lancer, and you have a limited stock of the best-looking bombs ever seen in a shooter, the Easter Grenades. None of these are necessary, though, except the Vulcan, and in some instances the rear-firing Rayblades. Sadly, you can effortlessly blast through the game using almost nothing but the normal shot. The other weapons, with the exception of the awning Laser, are strictly barga-in-kasement. The Rayblades and Assault Break, though keenly named, are doubly painful: Both are pitifully weak and are about as impressive as the weapons in, oh, Raid on Bungeling Bay. Luckily, the control is extremely tight in all eight views and the firing is set on auto.

The audio in PhiloSoma is rather nondescript - the fairly standard shooting game beeps can barely be heard above the constant chattering of your five allies and the sound effects - it's almost as if the music was turned down. Strangely enough, the score during the cinematics is excellent, booming cinematic stuff, but perhaps that's simply because you can hear it. The actual sound effects are very good, but nothing especially radiant comes to mind. The most impressive audio tidbit is the extremely well-timed perpetual conversation with your teammates, several of which die during the course of the game.

As with Arc the Lad, PhiloSoma was slightly disappointing, simply because it was hyped up to be the ultimate shooter.

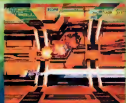
This game could have been much, much better if you had, say, ten continues for the entire game. It sure would make it last longer. The actual gameplay is reasonably hard... it just suffers from the Non-Goo curse. Nevertheless, PhiloSoma is a must-buy for any PlayStation owner. It's unquestionably one of the best shooters of all time and an easy member of the 32-bit elite. The effects alone are worth the price of admission - the visuals here truly must be seen. If this is what shooters games are going to look like from now on, I'm there! PhiloSoma has unequivocally proven that there is no question as to the PS' 3-D abilities... now it's up to someone to use them in an effective, unique and, well... slightly longer-lasting way.

Nick Itoz



NICK ITOZ

The most professional-looking and most entertaining of the PlayStation 3-D games.



KING'S FIELD

R
REVIEW



DEVELOPER - FROM SOFTWARE

PUBLISHER - FROM SOFTWARE

FORMAT - CD

OF PLAYERS - 1

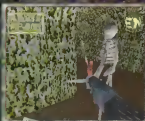
DIFFICULTY - ADVANCED

AVAILABLE - NOW JAPAN



TAKUMI

King's Field II is a challenging and immense role-playing experience.



Despite the fruity-sounding description of "half Doom, half Dungeon Master," King's Field II is actually an excellent game. The 3-D action is smooth, fast-paced and beautifully rendered, while packing all the strategy, mystery, and intrigue of a real RPG. Unlike the cheaper-looking, cheaper-feeling original, King's Field II is a 3-D masterpiece, and a shining example of what could be a promising new "next generation" genre.

Our hero, Alph Salacio Legosa, has been sent to Merenethia Island in search of the mysterious sleeping entity that may be the source of numerous problems on the mainland. Unfortunately, a shipwreck has left him weakened and errorless, and few inhabitants of the island are able to be of assistance.

Alph begins his fight with nothing but his dagger and a silly Italian ome, and he'll die about a billion times in the first hour of the game—it's literally the hardest part of the whole quest. The dagger is probably the deadliest weapon in any game, ever, as you'll practically have to have your tongue down your enemy's throat before you'll be within range to hit him with it. But if you can seize the health-regenerating pool and nearby save spot, the quest gets easier—but not much. There's no auto-mapping, and maps are expensive and hard to find (not to mention sometimes inaccurate). Magic is cool and easy to use, but the item that replenishes your MP is too expensive to make magic cost effective early on. In fact, everything in the game is expensive. You may have to make do with that dagger and no armor for a few hours.

The difficulty level is high (inaccurate so, in my opinion), but you'll probably never get stuck. The dungeon in KF2 is huge, and expands in many different directions. If you find one area to be too hard, there are always other areas to attempt. With no hint to tell you "Go here, do this," you're very much on your own. While some people might not care for the lack of structure, I've found it creates a great feeling of freedom, and enjoy the truly non-linear exploration.

The graphics in KF2 are exceptional. Many areas were designed for maximum graphical impact, such as rickety suspension bridges with giant waterfalls flowing from the sky on one side, and running water visible beneath your feet. While there's plenty of just-plain-dungeon parts of the dungeon, there are also brick-walled towns, underground rivers, seas of fire, old temples, and ancient ruins buried here and there. Most impressive of all is when you rise to the surface after a long stint underground, and see your first glimpse of a bright blue sky and a far off mountainscape. (Don't on pg. 134)

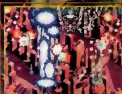
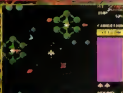


KILEAK THE BLOOD 2

Sony Music Entertainment has released just two CD albums for Kileak 2 which promises to have much larger and more interactive despoons, rather than just corridors, better special effects, and a tougher quest. We'll be lucky if Kileak makes it, though.

NINJA GYM MUSEUM

The all-purpose Ninjabros early arcade game collection for the PlayStation is finally coming this November. Games on Vol. 1 are Billy & Blaze Billy X, Pop-Mon, Bikkuriman and two others. The price is unknown, but it's likely it'll be cheaper than the average PS ROM.



FILE ON A FLASH

File on a Flash's first episode gave us the intelligently detailed feeling war simulation you've never seen before. Now, it's back with a new episode, File on a Flash 2, which continues the story of the war between the two sides. P220. In on the October 27th.



FILE IS LEAD OF THE DOG BEIT

The other traditional file on a Flash game, File on a Flash 2, is now available. The game is now available on the PlayStation 2. The game is now available on the PlayStation 2.

ZEITGEIST

Zeig's first PS game, a 3-D universal shooter, is now available. We'll have a review of this great-looking film soon.



Sony's answer (well... it's more like a flock, but it's a flock) to the PlayStation 2's first PS game, Horned Owl, is now available. The game is now available on the PlayStation 2.



SO HERE'S A WORD OF UNLUCKY PEOPLE WHO CASH ON A BRAND K.I. CLEARLY DELIVERS ON 16-BIT, DOWN TO



AOL © keyword: NOA
www.aol.com/noa

© 1994, 1995 Hasbro/Playmates. Killer Instinct™ is a trademark of Hasbro/Playmates Inc.



Plus, act now and a game music CD
is free. So even your stereo gets
loads of merciless pummeling.



The only thing you
need is an SNES...
OK and maybe
a tourniquet.



It's gonna be
a bloody free-for-all...
and that's just in the
game aisle at the store.



Fully rendered graphics
mean fully rendered pain.



Carnage...
mayhem...exploding
corpuscles...fun for
the whole family!(not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold
To Complete The Message,
Fold So "X" Meets "Y"
Fold



Remember, you can
pick your warriors...



...and pick
your weapons...



...just don't
pick your scabs.



only for
SUPER NINTENDO

Even though others might say
the end is near for 16-bit
...this sucker'll kill that feud.

Nintendo

YOSHI'S ISLAND



R REVIEW

SUPER NINTENDO
ENTERTAINMENT WEEKLY

DEVELOPER • NINTENDO

PUBLISHER • NINTENDO

FORMAT • 16 MB + FX2

OF PLAYERS • ONE

DIFFICULTY • HARD

AVAILABLE • OCTOBER



TAKUMI
Such depth! Possibly
the best Mario yet.

What's so special about Miyamoto games? There's just no easy way to explain it. Everything's perfect: graphics, feel, difficulty, value, and there's always something new. But there's a little something extra, too. That feeling of exploration. Hunting for secrets in colorful forests and unraveling puzzles in ghost houses... It reminds me of when I was just a kid, and me and some friends would go hunting for hidden treasure, and once we got lost in the sewers, and were almost impaled by spikes and we found this hidden pirate ship with all this gold and then bad guys took it away from us, but my Chinese friend Mickey replaced his marbles with... er... no, wait, I'm thinking of the Goonies. I spent my childhood sitting around playing, well, Miyamoto games. And what a childhood it was! But that probably wasn't my point.

Anyway, even without resorting to overly abstract rants, the quality in Yoshi's Island is obvious. Everything about this game was carefully thought out, planned, and executed. And everything turned out perfect. Even after playing 32-bit games all day long, I was still blown away by Yoshi's graphics. They're in a totally new style; as if they were drawn by children, scanned in, blown up, and filled with color. The SNES' color palette is used as it's never been used before, especially in the stunning backgrounds of levels 2-6 and 3-1. And there's tons of variety.

A lot was made of the fact that this game has an FX chip, a first in a side-scrolling title. It produces a lot of cool effects, that, yes, we've seen before, but never on 16-bit. More importantly, though, the effects are used to actually improve gameplay, not just show off. The sound's good too, if you can excuse Mario's ultra annoying shriek when he gets hit off of Yoshi.

The play control is, not surprisingly, amazing. The game takes place when baby Mario is dropped by the storm onto Yoshi's Island and left dependent on the entire species of Yoshis (they hand him off, relay style, at the end of every level) to get to his proper parents. You can actually control Yoshi, and use all his

(sort of), do a downward crashing attack, and shoot watermelon seeds machine-gun style. There are ice and fire watermelons as well, stars that turn Yoshi into an egg and let a caped baby Mario take over, five different kinds and sizes of layable eggs, and 5 different creatures that Yoshi can morph into.

Indeed, you can look forward to a new gameplay concept on practically every level. The game is so imaginative and well thought out, you'll never know what to expect, and never be disappointed. From transforming into a train that can ride on chalk-drawn tracks in the background to eating enemies that give Yoshi an ever shifting psychedelic perspective on life, no two levels play exactly the same.

No Mario game is really a Mario game without secrets, and this game has tons. The basic world concept is this: You go through eight courses, in a specified order, in each world. You can go back to any course you've previously beat, no matter where you are. Sound simple? Well, the trick is that the game rates your success at each level. Each level has 20 red coins, 5 big flowers, and over 30 stars (which sort of act as hit points for Yoshi—they're what ticks



Yoshilicious
attacks and abilities to the utmost. Yoshi can still eat animals and spit them out, but it's far more advantageous to lay them out as eggs, stockpile them, and shoot them at your foes later on. You can aim carefully with a moving trigger, that can be locked with the L, or R buttons. Yoshi can also fly



down when he's separated from Mario. Yoshi doesn't take damage himself, unless he falls into a pit). If you end the level with that amount of each, you get 100 points; a perfect score. But they're definitely not that easy to find, as each course is longer than in any Mario game yet, and full of secrets passages and items. Get 100 points in all 8 courses of any one world, and you can go to a bonus game, and the ultra hard course 9 for that stage. Got 100's on every world's course 9, and you get... I don't know, actually. But it better be something good.

Yoshi's has a cool new graphics style, innovative play control, and a totally different feel, but the world construction, tight play mechanics, and tons of secrets are all vintage Mario. This is really Mario 5, not some cheesy spin-off to tide us over until the Ultra-64 Mario! I really couldn't be more euphoric about Yoshi's Island. Everything came together perfectly, to make what could possibly be the best Mario, nay, the best Miyamoto game yet.

As you may already know, some other magazine reviewed Yoshi's Island, and gave it a 76%. A 76%... I'd like to go into an extensive rant about what exactly our nation is coming to when the youth of today trash brilliant games like this, but... I won't. Instead, I'll just say this: "Fellow reviewer! Congratulations on getting to World 1-4 of an unfinished EP-ROM that you evidently played for no more than 15 minutes! Clearly you've carefully considered the fine details of the game, and I have nothing but respect for your learned opinion."

So, that ugliness aside, you simply must play Yoshi's Island. Forget all these experimental 32-bit titles, Yoshi's is the perfect mix of tried-and-true concepts and brilliant innovation; definitely the game of the year so far. Shigeru, you crafty old genius, you've made the world a better place once again.

- Takumi

World 3-2



Get By With A Little Help From Pochi

Impressed? Don't be. This is merely 1/10 of an actual Mario level. Be sure to take note of Yoshi's stupid but loyal

(and useful) dog friend (lower left), one of the many dozens of new additions to the Mario world.

World 3

Kill the monkeys, then eat their watermelon for some serious firepower. Also look forward to the first submarine transformation.



World 4

Have fun with balloons while you breath in the beautiful mountain air, and gaze at the dazzling sunset colors in the background. This world also contains another opportunity

for Yoshi to get ripped on hallucinogenic-filled puffball enemies. Enjoy.



World 5

Hit the slopes in World 5. Knock snowmen off of the ski-lifts so you can use them to get around, and don't forget to duck into the lodge on world 5-4 to change into your skis.

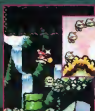
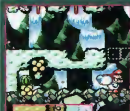




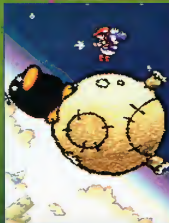
World 6

The final challenge. Levels are long here, and the enemies are particularly big and nasty. If you've been col-

lecting perfect 100's up to this point, keep it up on 6-8 and 6-9, and then get ready to collect your reward.



Mechanics



Bosses

Yoshi's has the best, and biggest bosses of any Mario game. This is just a small sample.



...It Starts!



...Back In Town



BREATH OF FIRE II

...Could It Be Death??

R REVIEW

SUPER NINTENDO

DEVELOPER: CAPCOM

PUBLISHER: CAPCOM

FORMAT: 24-MEG CARTRIDGE

OF PLAYERS: ONE

DIFFICULTY: HARD

AVAILABLE: 4TH QTR.



NICK ROX

A more-than-worthy sequel to the original SOF.

Imagine awakening one morning only to find that nobody in your hometown recognizes you... This being *Breath of Fire II*, the more-than-worthy sequel to last year's RPG sleeper. When the young hero returns to his home, the town church, he discovers that his father and sister are gone. All he finds is an old priest, who offers to take him to his home, in the middle of his last quest as a wanderer in his own village. He meets a youthful thief named Nina who makes an impression as an orphaned wait to steal valuables from churches. Ninja appears to be an old hero's son, and has no choice but to begin a new life as a Ranger; basically a handyman that will do anything, for a price. I won't go too in-depth on the story, since as *BoF II* really came out with the fourth quarter and our review RRM is still very early. The glitzyish you can recall the game's sequence shifts is deluging info.

During your quest, you will gain a total of seven party-members, including Road, a huge rhino-like, Nina, the winged girl from *BoF I*, Stan, a monkey magician, Kait, a werewolf, Spex, a grass being, and a

hipped tree called Jett. As in part one, certain magic allows you to combine party members into one super-unity during battles.

Basically everything from part one has been expanded upon. The fights are much more detailed, featuring double the frames of animation and Final Fantasy III-caliber spells. The overall look of cities, dungeons and other locales has been vastly improved, featuring more animation on buildings, grass, fireplaces, etc.

Happily, Capcom has changed very few names to the game, but I have noticed that many names have been translated as they were known in Japan, and are consequently different from Square's US version of part one. For instance, the town called Wileon in I is now called Wileon. Though I hate changing names, I hate continuity errors more (see my articles on the US *Phantasy Star IV*) so I hope Capcom will see this article and re-translate everything as it was in the American L., and I REALLY hope they won't go the American comic-book cover route. I'm running out of space here, so look for more coverage on this excellent RPG in future issues! - Nick Rex

10 Years Later...



The Real Thief!!



3/4 View Battles are Back!





The birth of the X series (which began with the immortal PC Engine classic *Dracula-X*) represents an attempt to return to simplified classic Castlevania controls, added to the stunning graphics, music, bosses, and length possible on today's systems. It's a good idea, and it worked great on the PC Engine...but I don't think the SNES version will have quite the impact. *X* was downright unbelievable for an 8-bit game, but *Castlevania: Dracula-X* (CD-X) is competing on a higher level. The game still has that trademark Castlevania atmosphere, but the innovation that the series was famous for seems to have been replaced with more tried and true action-platform concepts. Don't get me wrong -- this is a solid title. I just expect to be blown away whenever I begin a new Castlevania adventure.

The play and level design may be a tad old school, but the backgrounds and music can certainly be stunning at times. The soundtrack, taken straight from the Super CD version, sometimes sounds even better through the cleaner SNES sound chip!

CD-X isn't excessively challenging if

you've been there before, as it is patterned after the great NES versions of old, but an unusual programming decision can make the game frustrating at times. You don't get that second of invincibility once you're hit, like you do in every other action title. As a result, it's possible to get hit, fly into an enemy, bounce off him into another enemy, and bounce off him into a pit. With this juggling system, a single fireball can reduce our hero from full health to the splash of "It's a boy!" powder blue blood that evidently indicates Rictor's death.

I'm 100% certain that the Saturn and PlayStation versions of *Castlevania: The Bloodletting* will introduce us to a whole new generation of Castlevania adventures. Until then, CD-X is a great way to usher out the 16-bit series, which -- with the original SNES version, the amazing *BloodLines* on Genesis, and now CD-X -- has been a joy to behold.

- TAKUHI



R REVIEW

SUPER NINTENDO

- DEVELOPER - KONAMI
- PUBLISHER - KONAMI
- FORMAT - 16 BIT SFC
- # OF PLAYERS - 1PK
- DIFFICULTY - HARD
- AVAILABLE - OCTOBER



TAKUHI
Nothing too new, but as Castlevania, it demands respect.





P PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - SQUARE

PUBLISHER - SQUARE

FORMAT - 24 MEGABITS

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



TAKAHARA
Himehan... an American Square game. Let's take a look shall we?



ODDLY ENOUGH YOU'RE NOT THE ONLY PODUNKIAN IN EVERMORE... MEET FIRE EYES, THE LOCAL CHIEFETTE OF THE PREHISTORIC VILLAGE. SHE'S PACKIN' LETHAL RAYBAN'S AND HAS MASTERED ALCHEMY. FREQUENT HER HUT FOR VALUABLE INFO.

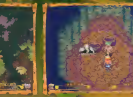
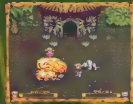
SECRET OF EVERMORE

Regarded worldwide as the leaders in role playing, Square Soft is responsible for some of the greatest games of the last two decades. Until now, all of their games were developed in Japan and subsequently released Japanese themes. For the first time, Square Soft of America has created their own title, using the company's tried and true formulas except with a more Saturday morning cartoonish style. At first it was hard to swallow, because I love the high drama complicity in Japanese RPGs, but I must admit, I'm very impressed with the overall quality of Evermore.

This is a solid Action-RPG in the Secret of Mana vein. In fact, in many ways it is more innovative, with the use of a special S2, a truly interactive landscape, and some big, ugly, UDDA monster issues. The

story revolves around a boy and his dog who stumble across an invention, which years before vaulted a mad Doc and his colleagues to the fantasy world of Evermore. The dog chews on a wire, will votes the program, and welcome, goodbye Podunk, hello Evermore. I've played through a good part of the prehistoric scenario and I must say, I'm hooked. I'll finish the game and present a review along with some info I accumulated about S2's development and meet you back here in the November issue.

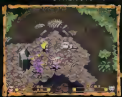
So far, I only hope the music improves. The sound effects are awesome but in the jungle all you can really hear is, well, the jungle. Square games inherently have some of the best music in the known universe so I'm hoping for some trademark tunes later on as I progress. As far as balance, the game seems right on. The maps are huge and require constant exploration and the alchemy spells are a splendid play mechanic. Each battle is do-able but definitely not too easy or boring. Everything seems AOK, except for Fire Eyes. I'll have to get used to taking orders from a punky if irascible-faced girl. But I'll survive. See ya' next month.





THE FIRST GUARDIAN YOU'LL ENCOUNTER IS AN IMPRESSIVE SIGHT. BREAK THROUGH ITS RIB CAGE AND BEAT ON ITS HEART.

TRY TO CORNER THE VIPERS AND BEAT SEVERAL SIMULTANEOUSLY. THEIR LEADER IS ANOTHER STORY. TRY A LITTLE ALCHEMY ON HIM.



A FEW HOURS AGO, YOU WERE WALKING HOME. NOW YOU'RE STANDING IN FRONT OF A GIANT SERPENT IN THE MIDDLE OF A SWAMP. IN A WORLD OF ILLUSION... AND THE ADVENTURE IS JUST BEGINNING. TUNE IN FOR OUR REVIEW NEXT MONTH AND FIND OUT MORE ABOUT THE SECRET OF EVERMORE.



R REVIEW

SUPER NINTENDO

- DEVELOPER - PIONEER
- PLAYERS - 1-2
- DIFFICULTY - ADJUSTABLE
- HOW LONG - 3 HOURS



THE STALKER

Still another very hard Batman game.

Acclaim, is set to deliver the next entry in the ageless Batman series. Based on the hit movie, *Batman Forever* is a dash through the big-screen story in typical Final Fight-esque side scrolling fashion. You must assume the role of Batman or Robin (or team up with a friend) and fight your way through eight furiously challenging stages and defeat the diabolical Riddler and the heinous evil Two-Face.

The first thing you'll see that makes *Batman Forever* stand out is its digitized graphics. The color, animation and detail are fairly on target, the backgrounds are clean and the scrolls are smooth (albeit too few in number). The backgrounds get better as you progress, but given the game's extreme difficulty, few will ever realize that. While the games not overly hard in execution, at certain points enemies can knock you off the screen, and do so often. So you've built up 8 lives over four levels, and all of a sudden a few cheap shots and it's game over. By the way, there are no continues. You'll have to invest some serious time to see the end of *Forever*.

Most of the music in this monster cart can only be described as scarce. This is a bare bones soundtrack. I suppose little memory was left after squeezing in all of the animation and digitized graphics. At least it's not annoying.

Batman Forever features a complex new system of control with multiple punches and kicks complementing a host of special techniques executed with SF2 style movements. Another game-play addition was the "competitive" two player mode where Batman and Robin



beat up on EACH OTHER as well as the enemies. One nice new feature is this game's "Training Mode", where you simply beat up enemies and learn the controls.

True Batman fans may really get a kick out of the first *Batman* game to feature live actors and the new, more sophisticated control scheme. There's a lot of innovation in *Batman Forever*, but some of the basics were sacrificed in exchange for the cutting edge graphics. If you don't mind learning a new dimension in control, and you have the patience to beat a super-hard game with no continues, give *Batman Forever* a shot. -The Stalker



R
REVIEW

SUPER NINTENDO

PUBLISHER - ACCLAIM

FORMAT - 16 INCH CARTRIDGE

OF PLAYERS - 1

DIFFICULTY • INTERMEDIATE

MAY/JUNE • OCTOBER



Speedy's cruise across Mexico on the SNES; too bad he didn't bring more play mechanics with him.



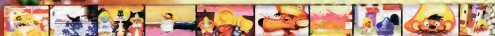
Speedy seems like a bumper-car game... basically, I wish the play mechanics and levels had a little more depth. The game is very basic: hop/hug; you can jump, kick, run, and run really fast. (Arrrr!) The level construction is challenging and there are many pinpoints, jumps, falling platforms, and only three continues to keep you just a bit frustrated, but there's not too teeth on back in the 60's.

In the tradition of other Sunsoft games, *Speedy* offers bright, crisp character animation, plenty of multi-screening, and a generally full, colorful, cartoony feel. However, I think in this day Sunsoft never truly equaled its first *Lemony* title, the astonishing *South Valley Rally...* *Speedy* is definitely light years below that standard of excellence. The music is also very good and sings the good, lovable emotions of the cartoons, but it's not up to the dishes I remember from *SVR*.

For platform fans still loyal to the SNES, Speedy is definitely a good find, but it's hard to see even considering this game if you haven't already bought *Yoshi* and *Super 2D Platform Game*.



Annella!
Annella!





BLUE SKY SOFTWARE HAS CONSISTENTLY PRODUCED HIGH QUALITY 16-BIT SOFTWARE INCLUDING: STIMPY'S INVENTION, JP RAMPAGE, DESERT DEMOLITION, WORLD SERIES BASEBALL '94 & '95 AND NOW VECTORMAN! WE'LL HAVE MORE ON BLUE SKY AND VECTORMAN NEXT MONTH!

BLUE SKY SOFTWARE



BLUE SKY
/ SEE



P PREVIEW

GENESIS

DEVELOPER - BLUE SKY
PUBLISHER - SEGA
FORMAT - 24 MEG. CART.
OF PLAYERS - 1
DIFFICULTY - INT. - ADV.
AVAILABLE - OCTOBER



E. STORM
REPRESENTS AND SERVES
HONOR AT THE SAME
MONTHLY 100% IS GOOD



There's a big patch of Blue Sky headed your way if you're one of the millions of people who own the enduring Sega Genesis or plan to buy the soon to be released Sega Nomad hand-held.

Blue Sky's Vectorman is headed your way, and this is one adventure you simply can't miss. In fact, if you're waiting for that faraway 16-bit game, then this is the one. The chances a better title will follow VM is slim to none. This is without a doubt one of the best Genesis games ever created. It's filled with genius play mechanics, huge levels, non-stop action and the coolest characters the 16-bit game has ever yielded.

It's the year 2040. The earth's cities, forests, and icecaps are filled with sludge and toxic goo. Hey, just like now! The humans have left not headed for the stars leaving behind mechanical "bricks" to clean up. One powerful robot, "Vector" overcomes the clean up through a planet wide com-net. Disaster strikes when affronts connect a salvaged nuclear bomb to Vector's master control circuits, and thusly, Warhead is born.

Warhead stands for tyranny, hatred, and oppression. By his decree, the earth is forged into an instrument of death for returning humans. Meanwhile, Vectorman leads his large alter delivering a load of sludge to the sun. While all this mayhem was unfolding he was away. Unhindered by Warhead's evil mind control, he sets out to free the earth, and pulverize Warhead.

Vectorman is a platform gamers dream come true. Lightning fast response time, fluid animation, non-stop special effects, lends at pixelix and transparencies, gets at gun power-ups, and a rhythmic beat all set on the ultimate Genesis engine, makes for one helluva platform

masterpiece. The smoothly animated spherical star of the show is packed with so much personality it's scary. Just manipulating Vectorman about the screen is fun.

Each area in Vectorman is a cavernous wonderland of platforming energy. All of the major attractions are here, hidden areas, big animal sprites to blast, stuff to ride, and even power-ups that morph you into all sorts of spherical transformations, including a cart, drill, and a heli.

All I know is that in Day 4 (Vman features days rather than levels), you see the Genesis do a lens flare and a waterfall that make you wonder if the coder has some kind of super powers. The effects in this game defy the hardware, at least on my vintage pc. However, when I asked how he achieved them he very cheerfully attributed them to the G's hardware as if he had time to do with it. Super modest. He's really good. I'd name him but then I'd feel compelled to list the whole team. From the animator and designers right through to the com-

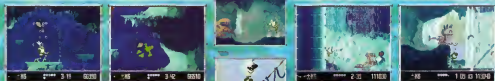




posers, everyone involved in Vectorman did a "beyond the call of duty" job. We'll get into that next month when we review Vectorman and do a little "behind the scenes." I'll have some cool hints and what-not as well.

For now I'll leave you with one exclusive code you can try as soon as you start the game. Pause the

action at any time and type in "DRACULA" with the buttons and D-pad (Down-Right-A-C-Up-Left-A). Now the game will look totally normal, but when you take a hit, dramatic slow-mo will take over briefly. I'll be back with lots more on Vectorman next month, so stay tuned, and get ready. We've barely scratched the surface. -E. Sterns





FOREVER



Your grappling hook is the key to finding hidden rooms and power-ups.



Graphics of a price, that's how I'd have to sum up Batman Forever. Great graphics? Yes, they are here for the playing. Literally every sprite in BF was shot in front of a green screen. The backgrounds are completely digitized and the animation is surprisingly smooth.

The story? Bland and forgettable. The music to BF Genesis is, well, barely music. It just sort of lingers there and dies. The sound effects, on the other hand, are quite good, and even include some decent growls. The developers must have known the music was a wash because they included an option to turn it off—exercise your option.

The gameplay in BF isn't necessarily bad, within the framework of a fully digitized game. It is executed well; you're simply limited to what you can do with a digitized sprite, especially given the memory constraints. For instance, to negotiate a jump, which you do by pressing up (which takes me back to my Master System days),

you have to be the perfect distance from where you want to end up. Once you jump, you cannot adjust in the air and if you decide to go in Batman floats slowly through the whole level and cannot be stopped. Why do you have to press up to jump? Because the control mechanism in BF is ultra-complicated. Break the manual; trust me, this is one time you'll have to.

On the positive side, BF is packed with secret areas, a whole lot of play mechanics, and once you acclimate yourself to the control, a good time can be had. If Pinball had taken only a sliver of energy when you're knocked off screen, instead of an entire life, the game would be far more playable. As it is, you must find all the one-ups because at times, even if you've mastered the controls, you will lose many lives quickly and cheaply. When all is said and done, I'd say Batman Forever led to uncharted waters with Batman Forever led to at least played off. There's a lot of give and take here, but BF is one of the best 16-bit titles around and it is, honestly... *Takahara*



R REVIEW

GENESIS

DEVELOPER - PHOENIX

PUBLISHER - ACCLAIM

FORMAT - 32 MEG CARTRIDGE

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER



TAKAHARA
LIFE IN THE CITY
PRINCIPALITY OF THE
CITY OF THE





LUNAR

ETERNAL BLUE



The best game available on the Sega CD was *Lunar: The Silver Star*. I say "it was" for two Mega CD, or wait... the operative word, of course, "was." The aforementioned coveted title was recently canceled by Oriental Dream's CD, only the best fighting game of all time, but that game has never been in the hands of most people. It was the only game of its kind, a Lunar: The Silver Star. It was the only game of its kind, a Lunar: The Silver Star. It was the only game of its kind, a Lunar: The Silver Star.

A young girl with great power for her size and all things magical. While returning to his home one day after exploring a nearby ruin, Jean has just killed a red dragon... as he also claims to be one of the God's. After the four God's, Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's.

So Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's. Jean's quest is to return home to his father, but he must first defeat the God's.



[illegible]

Environ Monit Assess (2008) 140:105–115



Abstract



Call 1800



Number 1995



1175



195



4000 1000



758

For the latest game info call SEGA at
U.S.: 1-900-200-SEGA
 \$3.99/minute (weekend), \$7.99/minute (day)
 Must be 18 or have parents permission
 TTY Numbers required. Sega of America
 Canada: 1-900-451-5252
 US \$7.99/minute (weekend/day)

[illegible]

GAMEFAN

SPORTS

IN DEVELOPMENT



SONY'S REVOLUTIONARY
PS HOCKEY & FOOTBALL!!



POWER SERVE
THE FIRST 32-BIT
TENNIS GAME—DOES IT
TAKE THE GRAND SLAM?

ALSO IN THIS ISSUE:

COLLEGE FOOTBALL
USA '96 (GENESIS)

TECMO SUPER BOWL 3:
FINAL EDITION (SNES)



NHL HOCKEY '96
(GENESIS & SNES)

NHL ALL-STAR
HOCKEY (SATURN)



SEGA SATURN

DEVELOPER - SEGA SPORTS

PUBLISHER - SEGA SPORTS

FORMAT - CD

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER

**GAMEFAN
SPORTS**



PREVIEW



The first 32-bit hockey game is almost upon us. Sega recently sent GameFan a beta version of its intense NHL All-Star Hockey and I, of course, had to be the first to play it. Sporting 3-D graphics, lots of FMV, and more features than any hockey game to date, Sega's NHL shows potential.

With the power of the Saturn, Sega managed to create an awesome 3-D rink. The character graphics are good, but pixelated as of this version. Hopefully Sega will change this before the final release of the game. Sega has also incorporated a lot of high-quality FMV inside All-Star Hockey. From the long FMV intro, to the almost full-screen tour of the Hockey Hall of Fame, Sega has really made good use of the technology. (I for one, never thought it possible.)

Beyond the graphics, Sega has added lots of new features that can't be found in any other hockey game. For example, not only can you create new players in Sega's NHL game, but you can also create entire teams. A help menu gives advice to beginners, and the records section provides a brief story behind each of hockey's coveted trophies. The Hockey Tour gives players a quick five minute walk through the Hockey Hall of Fame. Then there are the smaller extra features for the picky die-hard players. Additions like the introduction of starting line-ups, commentary, and the playing of the national anthem, give players a better "in the game" feeling.



As for gameplay, NHL Hockey was beta, so things aren't set in stone yet. As of now, you can do all the basics like passes, one-timers, and slap shots. However, checking was undefined at press time, so it's unclear if you will be able to control the type of checks you can perform. (Can you imagine being able to purposely cross-check your opponent?) And of course, there's no word if fighting will be available to limit verbiage.

However, checking was undefined at press time, so it's unclear if you will be able to control the type of checks you can perform. (Can you imagine being able to purposely cross-check your opponent?) And of course, there's no word if fighting will be available to limit verbiage. Anyway, checking was undefined at press time, so it's unclear if you will be able to control the type of checks you can perform. (Can you imagine being able to purposely cross-check your opponent?) And of course, there's no word if fighting will be available to limit verbiage.

All in all, Sega's NHL Hockey shows a lot of promise for the future of hockey games. So get ready, hockey fans, the next generation of hockey games is beginning. -E. Suzuki





It's that time of year again. Hockey season is upon us, and with it comes EA Sports' newest version of NHL. With NHL '96, EA, like Nintendo, has given players a good reason not to upgrade to 32-bit.

EA has wisely reverted NHL's perspective back to the older 3/4 view. This makes for more character depth and much control since you can now tell how high a stick is off the ground. Characters have new and better animation sequences for everything, including checking and scoring goals. Players who are checked now roll over on their stomach, just like in real life. Of course, because of last year's extremely stupid hockey strike, there are no all-star teams.

Of course, one of the (if not the) biggest new features in NHL '96 is the re-addition of fighting. (Finally, Garry Roberts and Marty McSorley have value again.) Along with the old punch to the head and body, EA has added the grab move, where you try and pull a person's jersey over their head. Truly skilled players won't do for the knockdown, but instead, try and humiliate their opponent by doing the Jersey Pull. Just to humiliate a player further, EA lets you hit your opponent while they lay on the ground (if you use the Jersey Pull maneuver).

High resolution, large graphics were never one of NHL's strong points. Instead of featuring cheap sprites with no personality, NHL has always been about solid competitive gameplay. Overall gameplay is faster and feels a lot smoother than any previous version of NHL. It's also nice to know that you can check a person easily, but not be able to steal a puck from them easily. If you love to watch opponents get checked, you will love NHL '96 because it has some of the nastiest checks ever seen in a hockey game.

One-liners have been improved so that you can now do one-time passes as well. This is a great feature for expert players since you can do the old give-and-go move. But beginner players be warned: If you can't have perfect timing and aim, you'll usually pass the puck to the other team. The other new move in both versions of NHL '96 is the famous Spin-O-Rama move. This move is perfect for players to either lose weight on a firehose, or take-out an opposing opponent.

The SNES & Genesis versions of NHL are basically the same this year. In the Genesis you can create players and have your full season saved to memory. In the SNES, players have one new move called the Super Stop, and there are twice announcers. Gameplay in both versions is outstanding. However, since it's a lot easier to score in the SNES version, the Genesis remains the version for true competition.

If you own or like any other version of NHL, you owe it to yourself to go and purchase this game. Any future you liked about the old version is in here, but better. Enough said.... - E. Suzuki

GRAPHICS CHALLENGE {GENESIS vs SNES}



GENESIS

DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CARTRIDGE

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT 22

GAMEFAN SPORTS



REVIEW

SUPER NINTENDO

DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CARTRIDGE

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPT 22



REVIEW

REVIEW



BEVERLY HILLS • FORTH WORTH

PERIOD POWER - 0.000000

HEMAT

4. NEW PLAYERS - 1-2

INTERMEDIATE - INTERMEDIATE

AVAILABLE - SEPTEMBER

CAL CAVILLER

With a shoulder-length, straight blonde wig, a black turtleneck, and a black skirt, she looks like a classic 1950s pin-up girl. She is, in fact, a 25-year-old, 5'10" blonde from Los Angeles named Anna. She is a professional dancer, and she is the only woman in the world to have performed in the same role in the same show for 25 years. She is the only woman in the world to have performed in the same role in the same show for 25 years. She is the only woman in the world to have performed in the same role in the same show for 25 years.

OVERALL: 7.3

F. SUZUKI

Power isn't so much a strategy as a condition for success. It's the ability to influence others to do what you want. Power is a social skill, and it's one that you can learn. It's not a magic wand that you can wave to get what you want. It's a skill that you can develop over time. Power is a social skill, and it's one that you can learn. It's not a magic wand that you can wave to get what you want. It's a skill that you can develop over time.

OVERALL: 99

**MULTIPLE
CAMERA
ANGLES!**



Tennis fans finally have something to cheer about with Power Serve, the first "next generation" tennis game. While the game sets standards in graphics and sounds giving players that 32-bit Virtua feeling, gameplay will still remind you of that 16-bit tennis action.

of another. From the moment you arrive, you know you're looking at a new breed in board games. The character profiles have a nice little look, and reading up on the characters, they are it. I caught myself thinking some of the world's most famous characters are the same as those in *Clash Royale*. Characters like Trist, and other characters, all players are extremely well-mannered and display a certain elegant expression. The sounds are crystal clear with perfect voice-overs. However, there are some of these famous events when players attack the ball.

On top of Power Serve's original graphics, players can choose from a wide variety of perspectives. You can play either at full-screen, or have a choice between horizontal and vertical split-screens. On top of that, players can choose from several different camera angles. Basically, if you cannot find a perspective to please you, it's not the game, it's you.

Of course, any sports fan will tell you that while athletics are important, control and competitive programming are the bottom line. Unlike other "plug in and play" games, you have to practice for many hours in order to get the most of Power Serve's eccentric controls. You cannot take little side steps to adjust to a ball, but instead are forced to take full strides. This causes problems not only in adjusting

"I have never argued against that," says
 a spokesman for the Justice Dept. "I
 think it is a very important question
 of your discretion." But he says he
 doesn't know whether the Justice
 Dept. would ever go as far as the
 Supreme Court in saying that the
 Justice Dept. has the right to
 "discontinue" what the Supreme
 Court has said. "I think it is a
 question of your discretion," he says.
 "I think it is a question of your
 discretion." But he says he doesn't
 know whether the Justice Dept.
 would ever go as far as the Supreme
 Court in saying that the Justice
 Dept. has the right to "discontinue"
 what the Supreme Court has said.
 "I think it is a question of your
 discretion," he says. "I think it is a
 question of your discretion." But he
 says he doesn't know whether the
 Justice Dept. would ever go as far
 as the Supreme Court in saying that
 the Justice Dept. has the right to
 "discontinue" what the Supreme
 Court has said. "I think it is a
 question of your discretion," he says.
 "I think it is a question of your
 discretion." But he says he doesn't
 know whether the Justice Dept.

Power Surge marks the beginning of the next generation of tennis games in terms of graphics. Now if only companies would hire next-generation game designers.... —E. Szabo



Abe Cappuccino Edwards Guriffis Lee Legacy Santos Sunrise



THE FINAL CUT

TECMO SUPER BOWL III: FINAL EDITION ON SALE OCTOBER '95

FINAL EDITION

Question: Did the 49ers win the Super Bowl because they were the best looking team in the NFL? Of course not! They won because they played the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football "games" offer just "eye candy", ONLY Tecmo gives you the great looks and the awesome game play needed to capture the total NFL experience.

• **Final Edition** offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, Tecmo Super Bowl III - Final Edition is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each



BETTER FEATURES

Along with offering all 30 NFL teams with 1995/96 rosters, Tecmo Super Bowl III - Final Edition brings you the ULTIMATE option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add YOUR name and player to the huddle with your favorite NFL players.

Other clutch options, for those who like to play G.M., are the Trade Mode that allows

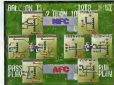


you to pull the trigger on a blockbuster deal, and the all new Free Agency (FA) Mode. The FA Mode allows you to release/acquire free agents from all of the NFL teams before the season kicks off. You can be conservative and go for backups, or clean some house and go after the best Runningback to put your team in "Prime Time". Its up to you,

with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.

BETTER HURRY

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the REAL DEAL, bring home Tecmo Super Bowl III - Final Edition and find out what it's really like to PLAY it! Be sure you reserve your copy by October 3rd, 1995 or you may not make THE FINAL CUT.



BETTER PLAY AND REPLAY

Tecmo Super Bowl III - Final Edition not only gives you the players and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games"). The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that Tecmo Super Bowl III

TO ENSURE RECEIPT BY CHRISTMAS, RESERVE YOUR COPY BEFORE OCTOBER 3rd

TECMO SUPER BOWL III: FINAL EDITION

RESERVATION/DEPOSIT FORM

Reserv. Refund

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor within your central buying office for specific variations.

Name _____ Amount of Deposit \$ _____
Address _____ Store Stamp or Receipt _____
City _____ State _____ Zip _____
Phone Number _____

Reserve me _____ copy(s) of Super Nintendo ☐ or Sega Genesis ☐

This reservation form valid until 10/3/95



This official seal is your assurance that the product has been tested and approved by the ESRB. It means the product meets the minimum standards for content and is appropriate for the age group indicated.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



GENESIS



This official seal is your assurance that the product has been tested and approved by the ESRB. It means the product meets the minimum standards for content and is appropriate for the age group indicated.



© Tecmo, Ltd. 1994. TECMO is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega "Genesis" System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seal are registered trademarks of Nintendo of America Inc. This product has not yet been rated by the Entertainment Rating Software Board. For information about the ESRB ratings, please contact the ESRB at 1-800-771-ESRB.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

Phone (310) 767-2900

Fax (310) 767-3131





PlayStation

NHL FACE OFF

This is the main event, what we've all been waiting for... Sony's original hockey game for the PlayStation. The shots

on this page show you the multiple camera angles, amazing details such as reflections in the ice and distortions on the glass sideboards, spectacular FMV intro, etc... What still shots can't explain is how this game moves. The motion-captured player animation combined with the fluidity of the screen scrolling is amazing, but

beyond that there all the minute details hockey lovers will appreciate, such as the crowd pounding on the glass.

Sony has many features planned for Face Off. There will be real NHL teams and players, five different types of checks (cross, poke, hip, shoulder, and slashing), a full complement of stat

listings, team management options, and instant replay. We'll check in with an update on this gem's progress soon!

NHL Face Off could change video ice hockey games forever with its motion capture animations and updating rink environment, look for it in November



The Secrets of Sony's Motion Capture Animation

Sony's serious about sports! The development team brought in real-life, (semi-) pro athletes and filmed their movements on blue-screen. This translates into wire-frame, motion captured animation, which animators develop into full-blown game anime. Wire-frame motion capture provides the basis for the ultra realistic, revolutionary animation in NHL Face Off and NFL GameDay.



NFL GAMEDAY

Like NHL Face Off, NFL GameDay brings a new level of motion-capture animation to the PlayStation. The seamless blend of the shifting camera angles brings a new dimension to the game play. Viewing and playing the game from the "three yards and a cloud of dust" perspective is quite different from, say, the goal-line camera. What this means is,

depending on the play and how it unfolds (running or passing, short or deep), you'll get an appropriate view and environment.

GameDay will be heavy on detail, including some amazing stadiums complete with animated cheering crowds. This will be a game that, if executed the way it should, will immerse you in a true NFL Super Sunday like never before... We'll keep you on top of this one, as it develops.

Due this November from Sony, NFL GameDay brings a multi-perspective football experience to the PlayStation



SNEAK PREVIEW METAL SLUG



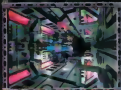
The only way I can describe Nazca's Metal Slug is "Contra with tanks." Though early, our preview version was complete enough to state one fact with a fair amount of certainty: Metal Slug is gonna ROCK! Imagine taking control of this cool little tank (Suspiciously resembling Dominion's Bonaparte not a little) and just... well, ANNIHILATING everything in sight. Non-stop carnage and property damage is sure to ensue when we review MS next month. - Nick Rox



QUARTER



CRUNCHERS



R-TYPE



After Irem's untimely demise, I think we were all just a bit worried about the nucleus who created R-Type. It just didn't seem right that the team who created the most influential shooter series ever should be forced to resort to, I don't know, selling their kids for food stamps. But worry not, because SNK has recognized their genius, and given them a

new home... And R-Type IV is finally here.

Okay, it's not actually being called R-Type IV. It's Pulstar, and the company itself developing it is just Irem, not Alcom. But once you see Pulstar in motion, there'll be no doubt in your mind that this is the true heir to the R-Type legacy. The ship's the same, the "options," "bits," and "reflection laser" are all here, and yes, your ship still blows up with one shot.

But R-Type IV... or, Pulstar, definitely isn't the same old thing. It tips the scales at 360 megabits, and Alcom spent the money wisely. Every enemy is rounded, and the animation is dazzling... They must have spent at least 8-men on level 2's 3-D rotating turtle-lone. New weapons are plentiful, and the good ol' R-Type multi-screen boss concept makes its return - many, many times.

Pulstar promises to revive one more R-Type tradition: The infuriating level of difficulty that we've all come to love and hate. Pulstar makes Viewpoint look as challenging as the My Little Pony NES game. Hey, I wouldn't have it any other way.

Pulstar hits arcades next month, and cart and CD Neo systems by the end of the year - definitely the shooter event of the year. Welcome back, "A" from (wind). You've been missed.

-Takuhi

P
PREVIEW

NEO
GEO

DEVELOPER - ALCOM

PUBLISHED - SNK

FORMAT - 320+ MB CARTRIDGE

OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - SEPTEMBER



FOR EAST OF EDEN

KABUKI KLASH

It's a miracle! The two Neo fighters we got this month are beyond golly... and NO MORE ARE IN SIGHT! Yes! Instead, we have two shooters and (compose yourself...) an action game. Not just one non-fighter, but three. *Pulstar*, *Metal Slug*, and *Sonic Wings 3* are on the way for September releases... but I digress. The matter at hand is *Far East of Eden: Kabuki Klash*, based on Hudson and Red's awfully awesome RPG series *Tengai Makyō* on the frosty 'Engine'. Luckily for *Tengai* and fighting fans alike, the same level of power exhibited in the RPG's has been faithfully duplicated here.

In the realm of gameplay, *Klash* is very similar to *Samurai* in that each character has weapons that he/she can use, A+B slashes, dashes, rolls, etc. *KK* expands on *Samurai* by adding an

ultra-powerful "super fierce" performed with B+C, air blacks, and at least two supers per character, performed with simple tap-tap commands. All well and good, but very few characters can throw fireballs at will. Its true that each character has a projectile, your weapon, but in most cases it must be reclaimed. There are a few SF2-style two-to-one-based combos, but *Kabuki* also goes the *Fatal Fury 3* route with "connect-the-dots" repeated button-press combos specific to each character.

The art in *KK* is impressive, and second only, in my opinion, to *KOF '95*. The characters are animated in perfect *Tengai Makyō* style, and, despite their small size, are highly detailed. The characters' minute stature (probably due to the fact that most supers, specials, and even some "super fierce" take up the whole screen) is very





R REVIEW



DEVELOPER: HUDSON

PUBLISHER: SNK

FORMAT: CART/CD

1-2 PLAYERS

DIFFICULTY: EASY

AVAIL. NOW CART, CD?

strangely offset by the final boss, Lucifeller, who gets the "largest sprite ever in any fighting game" award, easily trouncing Sentinel, Earthquake, and even Juggernaut. There is indeed slowdown when you're fighting him, but it's minimal enough so where slightly larger player characters wouldn't seem like a problem. The backgrounds, too, are very nice, but only a few of them sport any parallax to speak of, and the ones that do occasionally slow down.

The BGM is excellent, as in every Far East of Eden game, ranging from powerful orchestral tracks to the wacky, ultra-Japanese, trademark Tengai tunes. The "WHA-CHING!" sound effects seem to be lifted straight out of Samurai, and the ample voice samples were recorded by the same voice actors as in the RPG's.

If you're a Tengai fan, you simply must own this game, in whatever format - it is total joy. Taken simply as a fighting game, it doesn't hold up to either Samurai... but it's still excellent. If you have the cartridge system, I would recommend you get KOF '95 instead, but if you're buying CD's do not pass up this worthy addition to the Far East of Eden saga. — Nick Rex



NICK FOX

Far East of Eden Tengai Academy is a beautiful if unbalanced classic fighter.





It not for the most exalted pinnacle of all fighting games, Street Fighter Alpha, The King of Fighters '95 would unquestionably be the best entry in the genre this year. For a die-hard fighting fan, KOF '95 can be summed up rather easily: total joy. The concept of having 24 controllable characters may turn some off, but few seem to realize that many of the fighters play essentially the same - Ryu, Rebert, Takuma and Yori are practically one entity, Kyo and new character Iori are very similar, Athena and Kensou were tweaked to be even more like each other in this edition - the list goes on and on.

Each returning character in '95 has been given at least one new move, new opening and win poses and many have new regular attacks. The Sports News team has been bumped (Praise the Lord!) for the supremely cool Shival Team, comprised of Billy Kane from the Fatal Fury series, Elji Kisaragi from AOF2, and the almost-too-cool-for-words Iori Yagami, Kyo's eternal rival. SNK has got character design so down that it's almost frightening... Iori is one of the most bitchin' characters I've ever seen. To paraphrase Erik Lahti, "Just LOOKING at him is intimidating!" I mean, you just HAVE to be cool if your main quote is "Asabi wa... owari dei" ("Playtime is over!") Other improvements to gameplay are a larger emphasis on juggles, air blocks, Night Warriors-style ground reversals, mid-air spasers for Ryu and Ken, the ability to attack from the A+B block position (this eliminating the disadvantage of being hit by a jump), and the ability to dodge at close range, the enemy could walk right up and toss you) and the greatest feature of all... TEAM ENT! Finally, you aren't limited to a set three characters, although you can still choose the regular team option if you wish.

As you can see here, the graphics are nothing short of jaw-dropping. I've NEVER seen hand-drawn art this good in a 2-D fighter... let alone on the Neo. If you were impressed by the backdrops in '93, you'll drop dead upon seeing this year's parallax-and-special-effects-laden background '95s. If I have one complaint about the scenery, it's that the cool "intros" to each stage from '94 are not as impressive this time around. The elevator-like ride through three stories of limbo in the AOF Team's stage more than makes up for any background-related





shortcomings, however. The character art and animation are also a sight to behold. (This game's to damn good I'm running out of positive adjectives and clichés to describe it...) although the animation quality is inconsistent. Play a Kyo vs Iori match and you'll see what I mean... Compared to the literally better-than-Cacoon-animation Iori, Kyo, although animated to a level surpassing 90% of the other fighters out there, looks *cheap*. Yie-Ai Kung Fu. Also somewhat annoying was SNK's answer to the Super Turbo paradox: "Should we animate the characters' new moves with more frames than their old attacks or keep the frame level consistent?" SNK, fortunately not unfortunately, chose animation.

The joy just never stops in KOF'95, as the sound is no exception. The Neo's six-year-old



Yamaha sound system is APLANE in this game. The music is astounding, mixing that trademark AGF "fang English" samples that mean nothing" genre of SNK music with happy Fatal Fury tunes and totally wondrous stuff, like the Rival Team's jazzy stage themes. The voices are also glory, and, miraculously, the new samples for the old characters were done by the same voice actors as in '94... no really "Tiger KNEE-OW" to be found here.

If you are a fighting fan, seek this game out and play it. I guarantee you'll love it. There are just no two ways about it. KOF'95 is one of the best fighters ever, ranking with such classic as SF2, Samurai, FFS,



R

REVIEW

NEO GEO

DEVELOPER: SNK

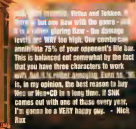
PUBLISHER: SNK

FORMAT: CART/CD

1-2 PLAYERS

DIFFICULTY: HARD

EMUL. NOW CART, \$29.95



NICK ROXX

The best fighting game ever

and the winner. Virtue and Tekken. There's just one flaw with the game - and it is a rather glaring flaw - the damage levels are WAY too high. One combo can annihilate 75% of your opponent's life bar. This is balanced out somewhat by the fact that you have three characters to work with, and it is rather amazing. Even so, it is, in my opinion, the best reason to buy Neo or Neo-CD in a long time. If SNK comes out with one of these every year, I'm gonna be a VERY happy guy. - Nick Roxx





THE KING OF FIGHTERS '95 COMBO SYSTEM

The KOF combo system is largely similar to SFII's, with a bigger emphasis on juggles. It is thought that each character has a move which will initiate the juggle, at which point any regular attack and certain special attacks will hit once in the air. Below are two of the most outrageous juggle combos in KOF'95 - both do at least 75% damage.



- 1.) Jump in with a deep Strong Kick.
- 2.) Low Strong Punch.
- 3.) Immediately two-in-one into the Technique No. 75: Kai (↓↘→+B,B or D,B.)
- 3.) Juggle with a Technique No. 100: Onlysid (→↓↘+A or C.)



- 1.) Jump in with a deep Strong Kick.
- 2.) Low Strong Punch.
- 3.) Immediately two-in-one into the Hien Shippu Kyaku (Charge ↓↘→+B or D.)
- 3.) Juggle with a Zanretsukan (→↓↘↙+A or C.)

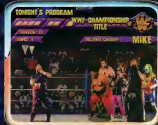




WRESTLEMANIA

Forget Pay-Per-View and fussing with the ticket office, Midway has delivered a quarter-munching-rastlin' game that captures the true essence of the WWF: mindless fun. Get set for a trip into the gaudy world of professional wrestling, Vincent K. McMahon style!

You'll see that WWF Wrestlingmania just oozes graphic machismo all over the place: The doped-up on-screen characters are absolutely brilliant. That level of fluid, vivid realism is very difficult to achieve.



Even the brief post-match intermissions are beautiful. WWF Wrestlingmania showcases eight frighteningly realistic VinceLand creations. These range from the calm, scientific mat wrestlers like Bret Hart and Shawn Michaels, to the absurdly bizarre Undertaker and Donk. Yes, that donky clown guy made it in there! Despite the wide range of personalities, there's a basic balance that makes each character very easy to play as.

Bad wrestling games are just too terrible to think about, while a good wrestling game is a blast to play. The key ingredient is a coherent marriage of control and game-play, which is superbly achieved in WWF Wrestlingmania with a system almost in lock-step. This game is just right for the arcade. Each character has his special moves, and each has his own trademark finishing maneuver. You can go head to head, team up with a friend or go on a quest for the Intercontinental, or the more prestigious WWF World Championship. The action is so smooth and so realistic, it's extremely hard to play this game once and walk away. It's that cool!

Every wrestling fan should plug into this game. It's a total trip. Even if you don't particularly care for WWF entertainment (I'm a hard-core ECW misant myself), you still have to play this game just to experience the graphics and gameplay... and maybe become a frothing WWF fan in the process!

-The Stalker



R
REVIEW



ARCADE

DEVELOPER: MIDWAY

PUBLISHER: MIDWAY

FORMAT: JOYSTICK/COIN

OF PLAYERS: 1-2

DIFFICULTY: ADJUSTABLE

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

YOUR AGE: 10+

THE STALKER

WRESTLEMANIA
"WHAT THE WORLD IS
WATCHING."

鉄拳 TEKKEN 2

THE TEKKEN 2 MID-BOSSSES

LEE

Lee, a combination of Law and Kazuya, is Heihachi's mid-boss.



P. JACK

Jack's boss Prototype Jack is back with less machinery and shades.



BAEK

The all-new Taekwondo master Bae Do San is Law's new mid-boss.



WANG

Jun's mid-boss Wang is essentially a souped-up Michelle Chang.



KUNIMITSU

Yoshimitsu's boss Kunimitsu has mysteriously become a woman!



BRUCE

Another new character, Lei's boss Bruce resembles Sagat not a little.



Namco has come up with what has to be the coolest and most original idea ever in a fighting game... time-released characters! All Tekken 2 boards are equipped with an on-board internet clock which adds one character a week for two weeks. At press date (8/24) the time-release has not yet begun, and we have no clue as to when it will. Below are the Tekken 2 midbosses... all of which are sure to be among the time-released fighters. On the right are ALL the moves for five characters - Jun, Lei, Paul, Jack and Nina. Next month we'll have all the moves for the remaining five fighters. Until then, find a Tekken 2 machine and play it... you won't be disappointed. - Nick Box

ANNA

Nina's sister and mid-boss Anna is basically Nina with some Law moves.



GANRYU

The Jack-derived sumo wrestler Ganryu is now Michelle's boss.



KAZUYA

Kazuya, the main character from Tekken 1, is the first boss that each fighter faces.



KUMA

Paul's mid-boss bear Kuma returns with most of Jack's moves.



A. KING

King's mid-boss is a clone of himself with armor on. Hence, "Armor King."



D. KAZUYA

The fearsome winged Devil Kazuya is the final boss. Watch out for that eye-beam.





TEKKEN 2 MOVE LIST, PART ONE

Jun Kazama

Snai Henbol - LP, LP
Suikui Shikunji - LP, LP
Oni Satsushi - RK, HK, Hold → RP
Shinku Karashi - LX, HK, RK, HK
Karashi Kyuntai - LX, RK, RK, RK, LX
Ryusentai - LX+HK
Suikui Shikunji - LP, LX
Sourinbol - LP, LP
When the enemy attacks, Hold ← LP+LX or RP+HK
Hiburo Yubou - LP+HK, HP, HK
Kusumi Gori - Hold → RK
Kisun Nidan Gori - Hold → LX+HK
Ooi Oishi - Hold → LX
Karashi Hakuro Yubou - LX, RK, LP+HK, HP, LX
Samen Shun - LP, LP, HK
Taizen Hakuro - LP+HK, HP, LP
Souren Shital - LP, LP, LX
Suikui Karashi - LP, HK, HK, HK
Ryusho Gori - Hold → LX
Ryusho Gori Karashi - Hold → LX, HK, HK, HK
Ryusho Gori Oni Satsushi - Hold → LX, RP
Wizan Hakuro Karashi - LP+HK, HP, LP, RK, HK, HK



Toso Honkyoku - LX, LX, LX during the Hsuicho Fukushin Koryuuta - When down with legs towards enemy, HK, LX
Fuhushin Seiei - When down with legs towards enemy, LX, RK
Fukushinbutsu - When down, LX, RK
Kanzan Reokiyaku - RK, (Feint Frame) RK, LX, LX

Paul Phoenix

Tomon Naga - LP+LX, Hold ← when close
Special Smash - Tap →, LP+RP when close
One-Two Punch - LP, HP
Sohi Tenkaiyaku - Tap ↑, LX, HK
Panken - ↓ ↓ ↓, RP
PK Combo - RP, LX
PDK Combo - RP, Hold ↓, LX
Hehoyo - On the way down to ducking, RK, RP
Azese Gori - Tap →, RK
Hazakura - Tap →, RP when ducking
Stone Punch - On the way down to ducking, RP
High Sampory - Tap →, LX, RK, RK
Mid Sampory - Tap →, LX, RK, Tap →, RK
Low Sampory - Tap →, LX, RK, Tap ↓, HK
Kanwa Wari - On the way down to ducking, LP
Kanwa Wari Poudan - On the way down to ducking, LP, HP
Kanwa Wari Rakuyei - On the way down to ducking, LP, HK, RP
Hazakura Panken - Hold →, LP, LP when ducking
Hayden - Tap →, Hold →, RP
Faun - Hold →, LP+RP
Hazakura Tessa - Hold →, RP, HP
Storm Attack - Tap ↓, Hold →, RP+HK
Ponsei Ryushen - Hold →, LP+HP
Wind-and-Clouds Attack - Hold →, LP+HP, LP, RP, LP, RP



Lei Delong

Lie Down - ↓, LX+HK
Chigokiyakuhi - When lying down with head towards enemy, LX+HK
Soring Up - When lying down with feet towards enemy, LX+HK
Gyoshie Kasomabu - When lying down with head towards enemy, LX, RK
Turn Tow Back - ← ↓ LX+HK
Hach Shirie - LP with back turned
Washin Kasouda - ↓, LP with back turned
Shinshin Houshi - HP with back turned
Hakushinrai - LX with back turned
Hallinrau - LX+HK, LX+HK, LX+HK with back turned
Shieshie Kasomabu - ↓, LX, LX with back turned
Kasomabu - Tap →, HK, HK
Yeshin Banho - LP+RP
Sempu Runkiyoku - LX, HK
Shin Sempu Runkiyoku - Hold →, LX, RK
Ryusei Chudan Kyaku - Tap →, LP, HP, LP, HP, LX
Ryusei Gadan Kyaku - Tap →, LP, RP, LP, RP, RK
Rouga Teshin Geki - Tap →, HK, LP, HP, LX, HK
Hougo Kossanzo - Tap →, HK, LP, LP, LX, Hold ↓, HK
Yeshin Geki - Tap →, LX, HK
Kossanzo - Tap →, LX, Hold ↓, HK
Kyokan Kyoku - LX, LX
Imiko Runkiyoku - Hold →, HK, LP, HP, LX
Haito Chudankyaku - Hold →, HK, LP, HP, HK
Koryuuta - HK, LX
Sousougen - (Bleaching Attack) Tap →, RP, LP, HP, LP
Toppling Attack - Tap →, Hold →, LP+HP
Hsuicho - Hold ←, LP+RK
Hooi Sempu Kyoku - RK during the Hsuicho



Jack-2

Piledriver - Tap →, LP+RP when close
Recklenthra - ↓ ↓ ↓, RP when close
Pyramid Driver - ↓ ↓ ↓, LP when close
Spring Hammer-Punch - LP+RP when down
Mechae-gun Knuckle - Tap →, LP, LP, LP, LP, LP, LP
Straight Elbow Upper - RP, LP, RP
Hammer Combo - LP, LP
Dumbie Hammer - LP+HP, LP+HP when getting up
Swing L-Knuckle - When you start to advance before ducking, LP, RP, LP
Swing R-Knuckle - When you start to advance before ducking, RP, LP, RP
Regiment Punch - ← ↓ ↓ ↓, RP
Power Scissors - Tap →, LP+RP
Hell Press - Hold →, LX+HK
Wild Swing - Tap →, LP, RP, LP, LP when ducking
Gigaton Punch - ← ↓ ↓ ↓, (Continue Swinging Left) LP
Sir Down - LX+HK
Blood Frog 2 - When sitting or after a Hip-Press, LP, HP, LP, RP



Blood Frog 2 - When sitting or after a Hip-Press, HP, LP, RP, LP
Hammer Rush Low - Hold ↓, LP, LP, LP, HP, LP
Hammer Rush Middle - Hold ↓, LP, LP, LP, HP, LP
Bravo Knuckle - Tap ↓, LP+HP
Scissors Meltdown - Hold →, LP+RP, LP+RP
Scissors Megaton - Hold →, LP+RP, Hold →, HP
Meltdown - LP+RP when ducking
Sitting Double Kick - → or ← or ← or ←, LX, RK
Mington Sweep - ← ↓ ↓ ↓, LP
Mington Strike - When ducking, LP, RP
Hell Press - LP+HK
Face Bash - LP+RP after the Hell Press
Colapuli Throw - Hold →, RP+RK
Violence Upper - When getting up, LP
Cossack Sambo - Hold ←, LX, HK, LX, HK, LX, HK

Nina Williams

Assassin Attack - Tap →, LP when close
Assassin Toss - LP+LX, Hold →
Shonku - ↓ ↓ ↓, LP+RP when close
Kabihiri Jujube Tano - LX, RK, LX, LP+RP during the Shonku
Tachiyoku Wakitame - LP, RK, RP, LP during the Shonku
Ura Kanna Takabajime - LX, LP, RK, LP+RP, LP+RP during the Tachiyoku Wakitame
Sudeyoku Wakitame - RP, LP, LX, HK, LP+RP during the Tachiyoku Wakitame
One-Two Punch - LP, RP
Sochine - Tap →, LP+RP
Triple Smash - LP, RP, RK
Dumbie Smash - RP, RK
PK Combo - HP, LX
PDK Combo - HP, Hold ↓, LX
Kneel Kick - →, RK
Finish Combo - Tap →, LX, LP, RP
Rapid Kick Combo - Tap →, LX, LX, LX, RK
Upper Straight - Tap →, LP, RP
Hunting Kick Combo - Tap →, HK, LX, RK
Rave Kick - When getting up or starting to duck, LP, HK
Bone Cutter - Tap →, LX
Hurling Swan - Tap →, LP+RP (Casual with ↑ ↑)
Lead Jump & Spin Kick - LP, Hold ↓, RK
Izori Hiji Oishi - As you approach, RP+HK, LP, HP, LP
Izori Hiji Oishi Continuation - RP, LP, LX during the Izori Hiji Oishi
Left High & Light High Kick - LX, HK
Right High & Left High Kick - Hold ↓, LX, HK
Sit Spin & Light High Kick - Hold ↓, LX, HK
Jail Crush - LP (Tap →, LP) RP Hold ↓, LX, RK
Community Crush - LP (Tap →, LP) RP Hold ↓, LX, RK
Rungaki Soshon - LP (Tap →, LP) RP Hold →, LP+RP
Knni Edge Combo - LP (Tap →, LP) RP Tap ↑, LX
Leg-Break Combo - Hold ↓, LX, HK, LX
Divine Cannon - Tap →, LX
Slicer - Tap →, HK
Divine Cannon Combo - Tap →, HK, LX



To be continued...



IN DEVELOPMENT



Capcom Co. Ltd. of Japan is full of surprises these days. The company's most original and unique game in the last half-decade (in my opinion) is the mind-wrenching Resident Evil, a modern action/adventure that combines a totally original and fresh storyline and setting with a unique 3-D graphic environment.

Resident Evil's perspective and graphic interface are astonishing. The viewpoint is a bit like Alone in the Dark, but the perspective zooms in or out depending on the way your character is leaning and the dimensions of the room. Amazingly, the control is perfectly smooth and you never, ever feel disoriented no matter how the view shifts. The view shifts occur when you leave one room (or portion of a room), and not constantly on the fly, which works very well.

You play the role of a modern detective exploring a zombie-infested mansion. The game is action and RPG all-in-one, like a floating-camera Doom with a story. You've got knives, pistols, shotguns, and tons more with lots of ways to dispatch the ghoules. You can even get creative and blast barrels which

explode and incinerate the beasts... cool, huh?

RE is full of horror film-caliber killing. In one scene, you're weeping along, minding your own business, and there's a corpse on the ground. You figure, no problem, it's just road pizza. You walk over it and it comes to life and grabs your friggin' leg, scratching and biting chunks of muscle out of your calf.

With agony on your face, you lift up your leg... and stomp the bugger's skull in; it pops like a pus-filled zit! Yeah!

RE is not about just mutilation, of course. There are many items to find, lots of RPG dialogue, giant areas to explore; the works. There will be three missions, a tower, and a graveyard in the final version. Another cool aspect is the use of an assistant. You can choose from three assistant detectives who obey your commands!

At GameFan we got hyped over every new

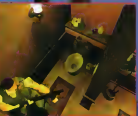
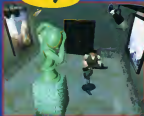
the last editor

game, but down to everyone in our office went nuts over these shots. More to come! -Shasher Ques

Capcom's most innovative game in years, Resident Evil offers an amazing horror/adventure experience for the PlayStation, due early next year.



WHEN THIS DISGUSTING ZOMBIE TAKES YOUR ARM OFF, YOU'VE GOT NO CHOICE BUT TO CRUSH HIS HEAD!



CAPCOM



X3



SUPER NINTENDO

Mega Man is back again in a BIG way!

Capcom insiders say this is the most ambitious Mega Man ever with more upgrades over X2 than have ever been featured from two Mega Man to the next, and it looks like this is quite the case!

Despite the SNES (mean bad guy) in MMX3, looks like Mr. Sigma and the X Masters took a break this time. The big w/ blaster news is that Mega Man AND Zero team up together in this game! You can trade off between the two, but if Zero dies even once you'll have to wait 'til the next level to regain his services. Not only is Zero a 100% differ-

ent spike with his own graphic look, he has different moves! When fully charged, his Mega Blaster offers some cool combo firing patterns. You can do two or three huge blasts followed by a heavy sword slice. X3 offers another sort of wacky rebo energy, each with a weapon waiting for you to steal. The levels are more expansive than ever with many secret areas filled with items you'll need. As usual, the levels must be replayed after you've gained certain abilities, which are rewarded to find items.

I only have one question about this game. If Mega Man harvests Jenken in X1 and Shoryuken in X2, what's next, Tatsunakishomokuchis?



Final Fight Tough

The Mad Gear are back, and a third Final Fight has begun on SNES! Capcom's latest scrolling brawlfest offers four characters, many levels, MULTIPLE PATHS, and new techniques including Super moves.

Get set, this should be the best FF ever, no questions asked. The story is the dismantled Mad Gear organization has been reborn. (By who? Belger? Sadam? Who knows?) Guy has just returned from Street Fighter training, and he joins up with mayor Hopper and two vigilantes, Dase and Lucia. You can play one-player, two-player simul., or the awesome new auto mode where the computer controllers your partner!

It has the classic FF move, but now there are a variety of techniques which are executed by Street Fighter-style motions! For instance, you might be able to grab an enemy, immediately do a certain control pad movement, and bam... a special attack or even a Super move could be unleashed! (Your Super meter must be full, of course.) If Tough is the first side-scrolling fighter I can think of with multiple paths and actual replay value. We'll have more details on this long-awaited sequel in our full review next month.

-Slasher Queen





Hey! What the heck is this Entertainment section doing in my GameFan?! It's no mystery that the gaming industry and the entertainment industry are fast becoming one and the same. So, as a service to our readers, we present Entertainment Fan. Each installment of E-Fan is devoted to the latest game related anime, movies, television shows, and comics. Every month you get to see all the cool stuff that makes you say "Wow, that's cool!" As always, your input is imperative, so write us and let us know what you think!

JACE

Recently, Entertainment Fan was fortunate enough to have the opportunity to interview the two Doug (aka Earthworm Jim) Doug TenNapel, creator of Earthworm Jim, and Doug Langdale, story editor of the upcoming animated television show. Both were a pleasure to work with.

GAMEFAN: How did you come to be involved with Earthworm Jim?

DOUG LANGDALE: Well, I guess they'd had a few different people work on it before me, and they contacted my agent. They had read a sample script that I'd written. Then I came on, they pitched the show to me, I wrote a pilot script, and I guess they liked it.

GF: Was your development story...

EARTH- WORM JIM, THE GAME WAS GREAT! NOW MAKE HIM A SATURDAY MORNING CARTOON STAR!!

lines for the Earthworm Jim our 1200. "Well, it did you work on it, right?"

DOUG: Yeah, I wrote all the stories, and I wrote eight of the thirteen scripts, and the other five were written by various writers. We did a very tight pilot.

GF: Do you see anime with a response with the same excitement level as the cartoon they did the anime?

DOUG: I don't know. I think one of the reasons why people really liked the game was because it was funny, and strange. The graphics are great, they did a lot of really nice stuff with it. But I think one of the things that really sets it apart from other games is how interesting the characters are, how funny they are. I'm hoping that, for that reason, people will like the show. We tried not to have

a lot of violence on the show, and it was.

I tried to keep it from taking itself too seriously in terms of the action. I hope people don't have a problem with that. You can't

really do a lot of violence in a Saturday morning cartoon, anyway, so it made sense to go in that direction. And frankly, I don't really enjoy watching characters kick each other. It just isn't that entertaining to me.

GF: Do you see any future for any type of Earthworm Jim feature film?

DOUG: There's some talk about it. I think it would be fun. I'm not sure how they would do it. We've discussed various ways of approaching that, and I think it could be a lot of fun. The characters are just so great. I mean, I would love to see Professor Monkey for a Head as a live action character (laughs).

GF: Was there something that initially attracted you to writing the cartoon versus others?

DOUG: Yeah, actually, when they described the show to me, they actually showed me Doug's draw-

ings of the characters and just sort of talked me through them. I think when I first saw Professor Monkey for a Head and Evil The Cat, I went, "This is the show for me." Evil The Cat had an, almost Ralph Steadman-like look to him, or Gerald Scarf-kind of look that really appealed to me. You know, the characters just looked so great. They didn't even really have a bible at that point, which is a description of the show and all the characters. I just sort of had it pitched to me verbally,

and I just felt like I got it right away. I guess a

number of people had worked on it before me and I didn't quite get it, but they showed it to me and I was like "Oh, okay, funny stuff, I get that." He wants something that's genuinely funny, rather than a lot of shows, kind of showing you the symbols of funniness instead of actually being funny. The first thing I said was, "You need a script. You need someone to write a script, and then you'll know what the show is like." And that was how they felt about it, too, so we wrote a script in like a week or something like that. We were on this impossible deadline. As it turned out we stayed on that deadline, with a script every week for twelve weeks, and did the body of the show. It was an incredibly hectic pace. I was working twelve to sixteen hours a day for days, but I think it worked. I think we have a good show.

GF: Is there a certain direction you plan to take with the cartoon? Anything like, a mini-series? I know Doug (TenNapel) had said that he would like to see Jim die at one point, and go to his own funeral, but he said he didn't know if anyone would let him do that.

DOUG: Yeah, I'd love to do that. That may be a second season episode. I think in the next season we may try to introduce one or two new villains, because we use the same, like, five villains through the whole first season.

GF: Now, are any of these from the Earthworm Jim 2 game?

DOUG: I don't think they introduced any major new characters in that, but there were two characters in the original game that we didn't use. Major Mucus, and Chuck and Pifi, so three charac-

ters, actually, but two of them are a pair. So we would probably reuse in Major Mucus and we might introduce a new character, as well. The other thing is, in the second season, I'd like to see more of the process.

GF: Princess What's Her Name?

DOUG: Yeah, she's an interesting character, and I think, uh, we just never wound up using her quite as much as I'd hoped to, in the first season. She's in more than half the episodes, but she only has a couple of episodes where she's really a major character. I'd

really like to get her in there, in a pretty

in it is every episode in her relationship with Jim. I think ~I~'s very interesting.

GF: Now, and I've of doesn't know exactly if Jim's ready to step her, or is she a girlfriend of mine.

DOUG: Jim's not really with her, and she really doesn't go out. There's certainly an episode where we saw with the first wife, part of the royal family, but she's a very small child, and she's married to a very handsome woman, so they don't throw the existing princess of Insectika. She never really learned about the relationship, so she doesn't really get what Jim's talking about. When she's in there, it's a princess her to the skies. She doesn't really understand what he's talking about. It's kind of an interesting one-sided relationship. Jim never really seems to fully comprehend that she doesn't consider herself





HARD

FREE!

Japanese Anime Collector's Phone Card

Get your collector's Japanese Anime phone card included free, with any purchase over \$99



NINJA
SCROLL
ANIME

\$14⁹⁹



MACROSS
PLUS

\$15⁹⁹



WINGS
OF HON-
NEAMISE

\$16⁹⁹

Every Japanese Anime Includes:
FREE ANIME POSTER

Hurry!! Supplies are Limited

GET YOURS NOW!

Get our package deal
and leave some cash
and a whole lot of frustra-
tion!! CALL NOW!!



SONY PLAYSTATION™

Package includes the PlayStation ps
console, one controller and
your choice of:

- ESPN Extreme
- The Raiden Project
- Kileak The DNA Imperative
- Namco's Ridge Racer™

PLUS A FREE POSTER!

\$344⁹⁹

BONUS!
TOSHINDEN



\$39⁹⁹

get Toshinden for \$39.99
when you purchase the DGC
PlayStation Package

IMPORT MUSIC ONLY AT DGC



PANZER
DRAGOON
Original version

\$44⁹⁹



NIGHT
WARRIORS
Double disc
Music set

\$59⁹⁹



CHRONO
TRIGGER
Triple-disc
Music set

\$64⁹⁹



OVERNIGHT DELIVERY! • COD'S WELCOME! • CALL NOW!

GAMERS CLUB

OVERNIGHT DELIVERY AVAILABLE!!

IMPORT SATURN



Golden Axe: The Duel 94.99
Super Heng-On GP 95 94.99
Wing Arms 89.99
Steamgear Mash 94.99



Layer Section 94.99
Blazing Tornado 94.99

U.S. SATURN

Street Fighter the Movie 57.99
NHL Hockey '95 52.99
Robotica 52.99
Mortal Kombat 2 59.99
Virtue Racing 59.99
NBA Jem Tournament Ed 54.99

IMPORT PLAYSTATION

Hermie Hopperhead 94.99



Zero Divide 99.99
Zeitgeist 94.99
Boxer's Road 94.99
Metal Jacket 94.99
Exector 94.99

U.S. SONY PLAYSTATION

Mortal Kombat 3 59.99
Disc World 52.99
NBA Jem TE 57.99
Tekken 54.99
Air Combat 52.99
Espn Extreme 44.99

IMPORT 3DO

Insector War 54.99
Pyramid Intruder 94.99
Tetsujin Returns 99.99



Sword & Sorcery 99.99
Wecky Racers 2 94.99
Yu Yu Hakusho 99.99

DOMESTIC 3DO

Killing Time 59.99
Space Hulk 59.99
Blade Force 57.99
Captain Quasar 59.99
Kingdom: the Far Reaches 59.99

SUPER FAMICOM

Secret of Mana 2 Call
Bounty Sword Call
Magic Knight Rayearth Call
Dracula XX 94.99

VIRTUAL BOY

Mario Tennis Call
Red Alarm Call
Vertical Force Call
Mario Clash Call
Wario Cruise Call

IMPORT MAGAZINES

The Playstation 15.00
Sege Setum 15.00
Saturn Fan 15.00
Femicom Tsushin 12.00
Hippon Super 15.00

JAPAN ANIMATION

Ninja Scroll 14.99
Wings Of Honneemise 16.99
Macross Plus Vol. 3 16.99
Fetal Fury the Movie Call
Samurai Shodown 29.99

NEW!! IMPORT MUSIC

WE SPECIALIZE IN IMPORT MUSIC CDS!



TOSHINOEN CO
\$19.99

Chrono Trigger Arranged Call
Virtue Fighter 2 : 54.99
Dancing Shadows 49.99
Arc the Lad 44.99
Dracule Battle II 49.99
Street Fighter Alpha 49.99
Lunar II: Lunatic Parade 49.99

NEC FX

Team Innocent Call
Battle Heat Call
Lunatic Dawn Call
Tengeimakyo Call
Anime Freak FX Call
Return to Zork Call

JAPANESE ANIME
PHONE CARDS
AVAILABLE NOW!
Call For Latest Details

FAX YOUR ORDER:
818-865-2595

INCLUDE YOUR PHONE #



CDS
WELCOME



818-865-2599

CHECK OUT OUR WEBSITE:

<http://www.gamersclub.com>
e-mail: orders@GAClub.com

INDIVIDUALLY TWISTED

Race a blood bike through lava pits, collapsing mine shafts, and orbiting space stations as you try to obliterate your opponents. Your challenge: cross the finish line first to capture money, weapons, and fame. Fail, and you'll be Maximum Roadkill!



PC CD-ROM

Jack's back. He hunts in a high-tech futuristic world murdering with savage precision. For the terror and wealth to end, you must track him from the bloody streets of New York to the wells of cyberspace. Only problem is...you're next on the Ripper's list.



PC CD-ROM
MAC CD-ROM
SONY PLAYSTATION™

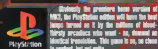


PC CD-ROM

In a distant galaxy, you'll command time and space by tampering the past, altering the future, and shaping the very fabric of history. Five unique civilizations and your life depend on your strategic decisions. The possibilities are infinite...so is your power.

COMING IN FALL '85

TAKE 2
INTERACTIVE RECREATION



Obviously the premiere home version of *MIX*, the PlayStation edition will have the best sales based on it by the millions of blood-thirsty arcade fans who want - no, demand - identical excellence. This game is so, so close to perfect, but not quite.

In one hand, you could go down a shopping list of features from the arcade, and almost all of them are included in the PS. The graphics are indistinguishable from the coin-op, and if anything the audio is BETTER and has more bass response. The biggest problem with this version is Chun-Li. In the arcade, it's no surprise that she's the problem. Due to the limited RAM of the PS, it's not possible to load more than two characters into memory... so if you're ST and you try to morph, the game UTTERLY freezes for about three seconds during gameplay while it loads in the data of the new character. Then, when you revert back to ST, a power-up. To state the obvious, this is extremely disruptive and obnoxious and makes everything pretty much pointless.

So, if you're not a big Chun-Li fan and simply dislike the morphing capability, this game is basically perfect. There is some lagging time between inputs, and there's a lot of noise dropped at times, but no lagging in either case. This game is, well, a must-buy for PS fighting fans!



Without the endless fight with the SNES version once again, *MIX* offers close, polished game play accompanied by the superior (for 16-bit) graphics and music the SNES is known for. When it comes down to which version to buy, it all depends which system you own. In the grand scheme of things, I think the order of quality would have to be PS, then SNES, then Genesis, so buy the best version for the system you do (or own will) own. Particularly on SNES, you'll notice few concessions were made in the graphical department, many of the kickier stuff were left intact, and no one bailed with the console. Yay! The game still has all the arcade techniques.

My only comment on the game play, and I don't know whether to call this a criticism, a caveat, or merely an observation, is the game play seems to move VERY fast, about 10% faster than the arcade game (how wild I can be). The game just feels accelerated, and you might occasionally feel it has a few chink/bug problems, but it's so quick you will either hardly notice it, or not notice it at all and say I'm crazy to point this out.

Anyway, arcade ports can debate all day just how close this game is to the coin op. Whatever... to me, it's so close, it doesn't matter. Great job, Williams!



When I first saw this version of *ST* I thought I had big big doubts, but all my worries have been proven and proved to (mostly) jubilation at how good this version is, for the Genesis.

The biggest drawback I got was the amount of on-screen color: the game graphics are good, but I'm really talking about the coin slots and paper... it looks like 256-color SNES play! I'm also really happy this is a complete *MIX*. *MIX* for the Genesis, despite what certain publications might have said, was NOT EVEN CLOSE to what it should have been. Most of the voice was gone, and then forward's classic terminology sound-effect was replaced by the most dumb-ridden Euro-bash you'll ever hear. None of those things happened to *MIX*. All the voice, the music, you name it, it's there, maybe plus a little extra or static.

Believe it or not, there are cases, many cases in the Genesis version which should prove its speed. There are codes to play as the invisible Masters and Blood Angels (no, I don't know if they have any fatalities), also there's a host of new vs. screen codes. It's hard to think of a reason not to be aware and fuzzy over this version of the arcade title.





We've got a particularly exciting batch of top secret stuff for you this month, so let's kick it off with the latest on MK3!

Ultimate MK3 Coming to Arcades in October

The long-awaited MK3 arcade revision is about to become a reality! Dubbed "Ultimate Mortal Kombat 3," this feature-packed upgrade will hit arcades in early October, right around the time of the home system releases of MK3. (PlayStation MK3 is due Oct. 1, and the SNES and Genesis come out the 13th.) Is this limiting a concession? No way, check out this action: On the above-mentioned home versions of MK3 (excluding GameBoy and Game Gear), you will be given codes when you beat the game. These codes apply to the ARCADE and can be used in UMK3!

Here's the complete dirt on UMK3. All of the old characters from MK3 have been given one new move and at least 20 new combos. There are five new, playable characters and two or three characters will be hidden via codes. There will be a total of three Ultimate Kombat Kodes, plus new versus screen codes.

The live new characters are: Kitana, Jade, Reptile, Ermac, and my personal favorite, Scorpion! All of the new characters have new Fatalities, Babalities, Friendships, and Animalities, plus new combos too. UMK3 also has brand new endings and three new game play modes, and one of them is supposed to be two players against the computer (like in SF Alpha).

On the home version front, the Ultra 64 version of UMK3 will be available in April of '96, and according to our sources it will be the only version with MK3 and UMK3, BOTH built into the same cartridge. Saturn, Jaguar, and

3DO versions of MK3 are slated for spring of '96, but will they include any of the UMK3 features, or just old MK3? We have heard very conflicting reports. Some say that Nintendo has an exclusivity agreement on UMK3, others say this isn't true and the other companies are entitled to produce whatever the LATEST arcade version is, which would of course be UMK3. Wait and see...

More Midway Power

In other Williams-Midway news, the arcade behemoth will introduce three new games at the AMOA coin-op show later this month in New Orleans. In addition to UMK3, there's NHL Hockey Open Ice, which should be another token-sucker along the lines of NBA Jam, and War Gods, Williams' 3-D weapon fighting game which has been delayed 'til November. Recently I had a chance to talk to War Gods producer George Petro (whose past credits include Revolution X, T2, and Frog). He told me that WG's graphics test even Killer Instinct, and that programming will end in about two months. He didn't want to comment about the home versions of WG, so I called my contact at Nintendo and he said most likely WG will be Ultra bound. I don't know, but if Nintendo wants it bad enough they'll get it... trust me!

Street Fighter III: An Ultra Exclusive!

We've mentioned the elusive SF III several times in recent issues of Other Stuff. Now here's the news everyone has been waiting for and Team GameFan has it first (until its imminent re-print). Street Fighter III will debut in arcades within the 1st or 2nd quarter of '96, with a summer release expected for the home version. But this is where it gets really interesting. Sources at Nintendo have informed us that SF III will be available exclusively for the Ultra 64 for ONE YEAR, beginning with the game's NUSA release next summer. All other home versions will be released in the Summer of 1997.

Ultra 64 Delayed Again... Not!

I am so tired of reading publications that claim the NUSA is being delayed. Nintendo never officially said the U64 would be available any sooner than THE OFFICIAL April release date. The Ultra is still (as of this issue) coming out next year in April and not in the summer of '96 like those others may lead you to think. The Ultra Famicom is still going to be



NUSA Controller Specs

Reports have appeared on the Net with some very specific details on the top secret Ultra 64 controller. On the surface it has most of the features you'd expect, including a Saturn-style six button layout, L and R, a pad, and a start. The main new innovation is the inclusion of an analog, thumb-stead, joyed attached to a handlebar which sticks out of the bottom middle of the

controller (the pad is small and dish-shaped to fit your thumb). There is also a trigger-style fire button on the bottom of this handlebar.

The area behind the analog pad is you can now play games where precision of movement is relevant (i.e. the harder you press, the faster you move). The whole controller is designed so that if you are playing an analog-based game, you should be able to raise your access either the standard pad or the fire buttons with your free hand. Another aspect is the controller has three hand-holds, the left and right ones simply provide for better stability. We have been told all of the above information is extremely accurate... Looks like Nintendo is going out on a limb to bring true innovation to game control once again!

released in Japan on Sunday, March 24th, 1996. The Japanese Yen has risen and is currently trading at .97 yen to one U.S. dollar, which means that (unless something changes drastically) the Ultra will be released in the U.S. at an amazing \$199.99. The Ultra 64 unit will come with one game (Ultra Mario Bros.), one controller (artist's rendition on the right), one power cord, and the system. An extra controller will cost about \$19.99, and games with 64-meg memory will cost the same as current 16-meg games, between \$54.99 and \$64.99. 128-meg games like Final Fantasy VII, which won't be released until the 4th quarter of 1996, will cost the same as current 32-meg games... about \$79.99. In the future, most likely in '97, expect to see 256-meg games that cost around the same price as 16-meg games. Rare will develop the first-ever 256-meg Ultra game... who do you expect?

More Ultra News

In other Ultra news, Nintendo Dream Team member Angel Studios is currently creating a 3-D driving game in concert with design genius Shigeru Miyamoto. Angel has also started work on a new NU-64 game called

Sorry, we know the name but we can't spell it yet, let's just say it's a sports game and will be out the summer of '96.

Another big announcement is the confirmation that Konami at Japan has officially signed a two-game deal with Nintendo of Japan to do Ultra 64 games. The first will be a 3-D action game which could be an incarnation of Castlevania, and the second is said to be a 2-D shooter, most likely some sort of Ultra Gradius.

division stayed in Santa Clara, CA... Well, looks like everyone was wrong: Capcom is doing great and has the strongest line-up it's had in THREE YEARS! Here's a list of every home system Capcom game due through early '96. (Good news on the arcade side: SF Alpha is currently #1 reloaded!)

Breath of Fire 2 (GB)	1/1/95
Street Fighter II (SN)	1/1/95
Final Fight 3 (SN)	1/1/95
DarkStalkers (PS)	1/1/95
Hyper Warriors (SS)	1/1/95
Street Fighter Legends (SS/PS)	1/06
Resident Evil (PS)	Early '96
04D Tower of Doom (SS/PS)	Early '96
X-Men (SS)	Early '96
Marvel Super Heroes (SS/PS)	Early '96
Immortal Super Heroes: Samurai Quest (SN)	Early '96
Fox Hunt (SS/PS)	Early '96

In more great Capcom news, Capcom USA's in-house RPG guru Alex "Raven" Wimeretz has championed the acquisition and development of White Wolf's Werewolf. The Apocalypse line a game for Saturn and PlayStation. No word yet on whether this will be a straight RPG representation of the storytelling game, an action/adventure in the tradition of the Raven's last project, Tower of Doom, or something completely different... We'll bring you the story as it breaks, so brush up on your intimate knowledge of the Garou as you await a second quarter '96 release if this exciting project!

Correction

Last month we ran an incorrect credit for the music composer of Madcat Chronicles. To set the record straight, Fletcher Beasley, sound engineer from Adrenalin Entertainment, did the music in MC.

P.S.-- Somebody owes me a quarter!



WEB WATCH

...and you thought you'd seen everything interesting on the internet! Check out Sony's million-dollar web site, packed full of 3-D texture-mapped interactivity. Weave into the amazing screens 77 loads of info on PS hardware and software. As of press time this site wasn't open to the public, so I'll print the address soon.

Sony Announces 2nd PS Bundle

If you're still quaking about \$299 and no pack-in, Sony's got a second deal for ya. Available in stores late September, the alternative PlayStation bundle goes for \$349 and includes Ridge Racer as a pack-in. The original, \$299 bundle is scheduled for a September 9th launch.

Capcom's Product Line-Up

Capcom recently underwent many internal changes which critics thought spelled serious disruption for the company's success in the U.S. Coin-op moved to Chicago while the consumer



NICK ROX'S

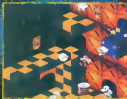
JAPAN NOW

Square, Nintendo, and the amazing SA-1 accelerator chip team up for



32-Megs of rendered Action RPG bliss!

SUPER MARIO RPG



Who would've thought it... not a month after the announcement of Yoshi's infant yet another Mario game is announced! This time, of Shigeru has teamed up with Square to create a 32-Meg rendered action RPG which makes full use of the SA-1 accelerator chip. Super Mario RPG is currently 70% complete and on-track for a '95 release... We'll be back with a preview/review ASAP!



INDY 500

Sega's AMI teams + Model 2 hardware = excellent racing sims. From AM2 (Daytona and Virtual) to AM3 (Gully) Sega's arcade racers have never failed to please, and I doubt AM1's Indy will be an exception to the rule. An American date for Indy is not yet known.



GUN HAZARD



Oh... now just wait a second. Square has three games coming out in these months... Mario 2, Rhapsody 3+G3 2, and the game you see here, Front Mission: Gun Hazard. How do they do it? The 32-Meg GH is not a sequel to Front Mission, but a game in the same universe... and this time around it's an Action RPG. We'll have more on GH soon!



Toshinden for the... Saturn??



That's right... Toshinden 3, from Sega/Takara, is on the way for a '95 release! Featuring CG cinemas, conversation scenes, a story mode, and one new character (Cupido... shown above.) Toshinden 3 certainly has the gameplay to beat its PlayStation brother... but will it have the 3-D?



天外魔境 ZERO



Yet another Tengai Makyō game! These are literally the games to this Japanese series coming out in a year, and Tengai Makyō Zero on the SHET is the only cartridge-based one... ever. Can the ultra-friendly graphics that made the PC Engine classics be pulled off on cart? Let's hear it! Zero has a date yet, but we'll hang your poster.



Blue Chicago Blues

It's to succeed in the 3D Japanese Master Chess series and it's due in '95 from Everett Soft.



Double Tengaimakyo Joy!

Rapture is here with the announcement of both Tengaimakyo II: Nemata and Tengaimakyo: Korakuri Kekukuden (below). TMII is to be the latest RPG in the joy-filled PC-Engine series, and Kekukuden is a fighting game similar to Battle Hero. We'll have more on both as they develop; Kekukuden is out on July 25th and Tengai II has no date... on the left is very early image animation for the game.



Daughter of Kingdom

DOK is a 3-D, texture-mapped RPG by Pack-In Video. CB of much dandier jay has animation by veteran artists and is due out in '95.



Dragon Knight IV

DNIV, the latest in the series of incredibly popular Japanese PC games is a strategy title, unlike the first three, all RPGs. DNIV is due before '95.



Lunatic Dawn



Other PC-FX Titles

- Action Train FX II • NEC • Aug. '95
- Pachimon FX • Compaq • Sep. • Aug.
- Mocket • TAE Soft • October
- Power Bulls FX • Square • October
- Action Train FX II • NEC • October
- Cyber Power FX • NEC • '95
- Cyber Power FX II • NEC • Nov. '95
- Cyber Power FX III • NEC • Nov. '95
- Cyber Power FX IV • NEC • Nov. '95
- Cyber Power FX V • NEC • Nov. '95
- Cyber Power FX VI • NEC • Nov. '95
- Cyber Power FX VII • NEC • Nov. '95
- Cyber Power FX VIII • NEC • Nov. '95
- Cyber Power FX IX • NEC • Nov. '95
- Cyber Power FX X • NEC • Nov. '95
- Cyber Power FX XI • NEC • Nov. '95
- Cyber Power FX XII • NEC • Nov. '95
- Cyber Power FX XIII • NEC • Nov. '95
- Cyber Power FX XIV • NEC • Nov. '95
- Cyber Power FX XV • NEC • Nov. '95
- Cyber Power FX XVI • NEC • Nov. '95
- Cyber Power FX XVII • NEC • Nov. '95
- Cyber Power FX XVIII • NEC • Nov. '95
- Cyber Power FX XIX • NEC • Nov. '95
- Cyber Power FX XX • NEC • Nov. '95
- Cyber Power FX XXI • NEC • Nov. '95
- Cyber Power FX XXII • NEC • Nov. '95
- Cyber Power FX XXIII • NEC • Nov. '95
- Cyber Power FX XXIV • NEC • Nov. '95
- Cyber Power FX XXV • NEC • Nov. '95
- Cyber Power FX XXVI • NEC • Nov. '95
- Cyber Power FX XXVII • NEC • Nov. '95
- Cyber Power FX XXVIII • NEC • Nov. '95
- Cyber Power FX XXIX • NEC • Nov. '95
- Cyber Power FX XXX • NEC • Nov. '95

This is Lunatic Dawn, a strategy RPG based on the ultra-popular PC games Lunatic Dawn I & II. The battles are like a combination of Shining Force and Landsknecht. LD is by MFC and is out on August 25th.

NEC HOME ELECTRONICS/INFOCOM • PC-FX • 1 PLAYER • ADVENTURE RPG • AVAILABLE NOW JAPAN

Finally! A PC-FX game I can actually play since the launch of the PC-FX. The game is released now and has been either scary but addictive strategy games, a lame FNV wrestling game or Mahjong. At last the PC-FX finally seems to be getting its share of next-gen power - look above for a more sample.

At any rate, the game is hard to be an American PC port. Return to Zork, the latest in what was truly the first electronic game series. RTZ is a surprisingly fun yet thoroughly PC-ish title. The game is controlled via a mouse-like cursor with which you manipulate on-screen items or call up a menu of commands. Movement is represented by 7th Street-style renderers. FNV and the characters you encounter are digitized actors speaking in Japanese yet moving their mouths in English - sort of like a reverse kung-fu flick. As in every Zork game, there are puzzles to solve, items to find, labyrinthine mazes to explore and Ghouls to avoid, but RTZ was

anticlimactic to say the least. I had previously played every game in the Zork series (virtually all were lost-banged) and I had formed my own ideas as to what the Zorkian realm looked like. With Return, however, I was shocked to find them resembling cheap rendered CG landscapes populated with actors in lame costumes. If this CD didn't have the title, it would be a waste of space to even mention, but taken as Zork may be pure science.

All this has little relation to the console game, so I'll get right to the point... Don't let Return to Zork's myst-like veneer deceive you. Zork's gameplay is plenty here. The only problem, however, is that you almost have to know Zork to get anywhere, unless you have an American handbook intended for the PC version, several of which are readily available. Zork is a fine PC-FX game and a worthy purchase if you're not a fan of Power, but you may want to wait for Tengaimakyo and Lunatic Dawn, both coming soon. - Rick Ho



RETURN TO ZORK





King's Field 2 (cont'd from pg. 56)
Equally impressive is the moonlit starry sky visible in some areas (not I think the whole sky thing would have been just a tad more realistic if the afternoon blue sky and midnight starry sky weren't just a 10-second wait away from each other in one port). So you can fully enjoy the panoramic scenery, you've been given the option to look up and down with the L and R buttons.

The corner graphics are impressive as well. I get sick of most of the ultra-repetitive wall textures pretty quickly, but the beautifully texture-mapped enemies and items (every item in the game) never cease to amaze me. The music's of the good, atmospheric type, but repetitive. Sound effects, from crickets to raining water to enemies' screams, are perfect.

King's Field II certainly could have benefited from more battle options. You have the ability to run, and the ability to attack, but only one attack per weapon, not the array of Crossed Swords-escape moves I was hoping for (but there is good variety in the weapons. You can get crossbows and halberds, for example.). There's not too much strategy in the battles, just trying to get behind an enemy and hacking him to bits. Still, it looks, by far, the slow, grinding mundanity of flapping through endless mazes, via Dango's Master.

Detail is a few faults. King's Field II is an excellent example of a 32-bit game done right. It manages to fully utilize the PlayStation's 3-D capabilities, without wasting your time on unnecessary neo-whiz effects. While it lacks the graphics and sound of Arc the Lad or Sealing Wisdom, KF2 is competitive with substance, making it the longest, deepest, most challenging 32-bit RPG yet. —*Isabel*



Jumping Flash (cont'd from pg. 28)
Jumping Flash is, in one word, mad. You obviously know already that JF is a first-person view, 3-D action platform, but, well you play, you have no idea how successful the programming teams (PIC/Enc/Activ) were in fulfilling the dream. The 3-D world is seamlessly constructed. Beautiful texture maps and glow-and-shaded objects in everywhere. Literally each section of the game with so much variety and color that every single step is different from the others. This makes for

what is one of the ultimate game environments of all time. Exploring each area is absolutely fun, not just because of the amazing sights and layout, but because of the completely unadorned control. Movement is confined to no place — left or right, up or down, anything goes. Sure, you could scroll around on surfaces down-still, but something interesting happens if you stumble across the jump button—Flash can leap to astounding heights. And astounding is the key word. With one press of the button, Flash will jump with another press of the height of the previous jump, Flash will leap higher and so on, with another press of the height of the second jump, Flash will go absolutely astronomical.

The beauty of it all is this: it's actually summed up in two things: First, the higher you jump, the more breathtaking the view of the surrounding land below Flash's feet. At certain times, the dizzying heights in the game provoked a quick gasp from me, no lie. Second, the lesser heights that are attainable also allow you to pinpoint your landing location via Flash's shadow. The higher up you go, the more likely you are to make that jump which seems impossible, and you'll have a clear view of the ground. While we're on the subject of "ground," I may as well point out that Jumping up 100 stories into the air is not the only way to survey your surroundings. By holding down R1 and moving the directional pad, Flash can look around in any direction while standing still, walking forward, or jumping. This feature is also useful for attacking creatures above or below you. As you look around, a crosshairs that it always grates on the screen moves with your view so you can pinpoint each constructed area and can have a clear picture of its location. The next way of taking out monsters many times is by simply walking, and then landing on one: the classic action platform maneuver, taken to new heights (so you intended). Now, with all that revealed, the most important question can be asked: How does JF control? The answer: perfectly. From guided direction during landing with pinpoint accuracy, to spinning around, firing your guns, moving backwards, and adding around corners to tight situations, the control in Jumping Flash is bliss.

Now, on to the most exciting part of Jumping Flash: the stages. Every world is composed of two stages with a boss level and possesses its own unique theme. World One is the basic "first-stage grassland" type of level, but instead of happy little hills and what-not, you encounter huge stone towers, floating hillocks, and giant windmills, one of which has a fan that is parallel to the ground so as to blow you upward into the sky. As long as you remain directly over it, you can hover in the air like a Lemmy's Toys character sitting on top of a giant of water from a fire hydrant. It's also in World One where things seem the most calm, other than the giant egg being tried in the volcanic level 1-2. It's in World Two where the beautifully-crafted surrealism of the game's stages becomes visible. (One may say I think get even a little more surreal when you come across the "leviticuity plot" that Rabbit can ingest. Sadeedly, a kazy film of "psycling" colors covers

the screen, and on one can harm the most-charged Rabbit. That's one lesson, and it's something that I wouldn't be surprised to see here out of the American edition.) One Two sees our hero in a pseudo-Egypt. There, the Sphinx wears the visage of Baron Aloha, and the inside of the pyramid is bedecked with brightly painted hieroglyphics. The game's music, although super lovely, and more than appropriate, is especially notable here, since it seems like a blazing carnival of "It's a Small World." World Three is like a wild amusement park, with working roller coasters, a Ferris Wheel, and giant chess pieces. World Four, "Water World" (Joan Kaele Costner and sinking star), you can travel

through a giant underwater headquarters with working elevator and transit-car corridors, only to fall through a giant well at the end. World Five is an urban work site with jackhammer-welding construction workers vibrating about, and scary animated advertisements for Baron Aloha. Finally, in World Six, you explore a giant space station called Kappa where inhabits the wicked "Nice Rabbit," out clone of yourself who discloses small Death-recruits that jump about and release special weapons for your delight. After screaming him, it's on for the final mind-blowing battle with the Baron.

Ach... It's hard to stop rambling on about the vivid stage layout of JF, but I've got to end this review. So, in closing, Jumping Flash: relatively easy, but injected with so much reality value that it's sure to entice the one-time creations of those who dared to dream of the 3-D action plot. And, in doing so, Jumping Flash becomes the first game of a new genre, setting the standard for all subsequent additions to follow. —*Evil Lights*



D's (cont'd from pg. 78)
And, D's Shokutaku (Japanese for D's Dinner Table, and yes, you will figure out what the significance of the table is, and what the "D" stands for) discards the Power Slork/Cerise Killer/Winehead prototype completely. Instead, we get video of exceptional quality CG graphics (something you can't just read, we actual plot which actually pulls one in, and adult-oriented images (not the dirty thing that are so fresh and brazen that they're actually, I'm assuming, shocking).

Let me give you an example: My favorite part of the game is when you can cross a decomposing corpse of someone who was left to die in a locked room. In what was either a brutally inhuman act of torture, or a very uncommon construction accident, the poor fellow was left with one arm cemented right through a brick wall, in the adjacent room is a safe pressed against a wall. Crack it, and our hero-ine, Laura, is rewarded with the out-of-control, back of slotted a coffee jar from the coffee machine lives. What more does an interactive movie need? ("Dina Flato") you yell. —*Dr*

Scottie Pippen")

For those of you not yet familiar with the story of "D's," you play Laura, the daughter of Victor Harris, a washed-up surgeon at a general hospital on the outskirts of Los Angeles. One day, Doc Slicker starts leaving away his patients, and the police, unable to talk him out of the hospital situation, send in his daughter to talk to him. Inside a waiting room littered with corpses, Laura sees an Abyss-like apparition that warns her to a mysterious old castle. Trapped in a sick, sick world created by the mysterious being that has taken over Victor's mind, Laura must find what remains of her father's sanity, and destroy whatever's possessing him.

This is the type of game that can only be fully enjoyed late at night, with the lights out and the volume way up. (The instruction manual gets even more specific, suggesting you bring popcorn, your girlfriend, and wear grey clothes so you'll feel like Laura. Seriously! I think the folks at Warp enjoy their own game a little too much.) The atmosphere is incredible, with constant crawling sound effects and disturbing music, lots of flashier traps (but none that can actually kill you), and a shortage of decomposing carcasses. This isn't a computer where only two other releases were uber-crazy puzzle and racing games? Evidently someone left their prescription to Prozac large.

It you're a grand owner of the 300 version, then HA HA HA, 'cause this one's better. The intro's much longer, the safe puzzle has been made easier, the video's partially fixed up (especially the problems with the lighting, but it still isn't perfect), and the sound effects are more plentiful. There's less of a sense of newness, and the quality isn't too much better in some places (it actually slows down worse on this version), so unless you're a total D's freak, I guess you can feel satisfied with your original. Let's hope they fix all the problems, such as the screwed up lighting effects when you get outside, on the upcoming PlayStation version.

D's has its flaws, such as a kind of clumsy movement system, the absence of save and pause features, and a lack of difficulty. You're given an enemy encounter two hours to beat the game each time you play, and you'll probably get it on the first or second try. That doesn't mean you'll shoot it, though... D's has a variety of different endings, not depending on time, but on what you do in the final situation. Even after you've seen 'em all, this is one game you actually will pull out time and time again to show to friends and family.

Inevitably drawn and brilliantly written, D's Shokutaku is one of the most (intensely) enjoyable games ever made. We're lucky that Accinco, who evidently knows a great game when they see one (when did that happen?) is endeavoring to make this Silver masterpiece visible in the U.S. Let's hope they agree that the next step is to free-trade it and bring it here. Let's also hope that Warp can maintain their current collective state of mental fervor until long after the snow (currently glowing for the M2 upgrade). If D's is anything like the original, it'll be well worth the wait.

—*Takaki*

From A Capcom Deep Inside Capcom

THE POSTMEISTER

Dear Postmeister,

First I would just like to say I really like your magazine and keep up the good work. I'm a true die-hard RPG and Japanese animation fan. My favorite RPG's are the ones made by Working Designs. I have a few questions.

1. Is there going to be a Vay 2? Because at the end of the game it sure looked like it. Possibly for Saturn.

2. What would you say the chances of cool games like Dragon Ball Z, Perodius, and Lunar for the Saturn coming out in the U.S.?

3. Have you ever heard of a game called Knights of Exenter for the PC CD-ROM? Do you think it could make it to the next generation systems?

4. Is Enix ever going to make a game for Sega?

5. FMV sucks, but why does Sega keep making them?

6. Is NEC-FX going to come out in the U.S.? If it is or is not, what RPG's are for the system? Once again you guys rule and I hope you keep up the good work.

Mike Brallard
Pleasanton, CA

Dear Mike,

Thanks for the kind words, Mike. Let's get to it, shall we? 1. There's none planned, but you never know. 2. Dragon Ball Z was just announced for the Japanese Saturn, from Bandai, due November. Normally I'd say the odds of it coming here are zilch, but since the cartoon is coming, starting Saturday mornings in September, it actually might come out if the cartoon catches on. Perodius: 100% chance on this one... It's due when the system is released...

Lunar: Definitely. WD is already on the job. 3. No, and probably not. 4. Unfortunately, not likely. Making a Sega game would destroy their long, close relationship with Nintendo, and Enix definitely doesn't want to see that happen. 5. Wish I knew... Though it seems they've finally come to the conclusion you have, and the amount is layering out. 6. No way! But it does have some interesting RPG's planned in Japan. Already out is Team

Innocent, an excellent title. "Coming soon" includes Boundary Gate, a 1st-person dungeon game, Goddess Paradise II, strategy title Lunatic Dawn, strategy/porn game Dragon Knight IV, the mysterious Last Revelation, Microebia's Hero's Ambition, Last Imperial Prince, and most anxiously awaited of all, Tangei Mekyo 3. Namida. Wow, quick and dirty huh, who's next?

Dear Postmeister,

How are you? Fine? Good. Now can you tell me what in the "H&M" is Sega thinking of. Why are they insulting us proud owners of the 32X? I mean, c'mon: 32Xcan, After Burner, and let's not forget about Star Wars Arcade...

These games are old enough for my grandmother. I'm a 80's guy. Where's MK3 or Stadium Cross? Chaolux was a great start, but what happened? I mean, where did they go? Where's the 32X amount of power? I think Sega should really consider RPG's for the 32X. That's what I, and a whole lot of 32X owners, want. Without them I think the X's future seems very bleak. I hope someone from SOA hears me... I know 32X owners all over and my good buddies at Game Fen do. Demetrius Deniis
Bronx, NY

Dear Demetrius,

Don't hold your breath waiting for RPG's for your 32X. Japanese development has all but disappeared for the 32X platform, and if there are games be RPG's that's where they'd be coming from. There's still some powerful US development going on: Virtua Fighter's cool, and X-Men and Kolibri took very impressive. Unlike previous entries, both use the power of the 32X to the fullest. Core still has some power in store as well. Soulstar looks very promising. A little bird (that I later ate) told me there may also be a little Sonic in the 32X's future. Pass the sauce...

Dear Postmeister,

First, I want to say thanks for the great mag you guys put out each month, the quality really shows. I'm writing because Capcom happens to be my favorite company due to their incredible fighting games. But even though they make great games, they haven't always made the greatest of decisions. My statement refers to how many sequels of SFII they cranked out with so little difference. SO, have they learned their lesson from all the criticism they received, or are they going to pull off the same stunt with their new games? Dark Stalkers already has a sequel (Night Warriors).

My question comes down to this: Are they gonna deprive us again? Are they just going to give us the latest version? Because if that's the way they're going to play, I'm not buying!

One more thing: On the PS-X, is it possible to add extra levels to a game via the memory card slots on top of the control parts? This would be cool for Capcom. That way, when they decide to come out with a semi-sequel to a game, us loyal consumers don't have to shell out our hard-earned money on a whole new game. Nelson Santos
Miami, FL

Dear Nelson,

I hear ya, Nelson! Before Capcom hit the big time with Street Fighter, they used to make all sorts of great games in all sorts of genres — UN Squadron, Strider, and Willow spring to mind. Man, Willow for the NES, what a game!

Dracula



The Hunt Continues



Only on Super NES®

Super NES is a trademark of Nintendo. Castlevania, ©1995 Konami, Konami, and the Konami logo are trademarks of Konami.



But lately a lot of people have been saying that Capcom's been turning out the same thing over and over. Thankfully, it seems Capcom has learned their lesson. Night Warriors (have you played it, man?) is a real sequel, more full of changes and additions than any SF upgrade (even for Super)... Alpha's definitely all new too, as you've probably noticed. Capcom has a 3-D Street Fighter game in the works, and III is supposedly due for early '96 (yeah, I've heard that one before too. But still... Capcom's committed themselves to releasing it for the Ultra 64, so they have to make something this time!). Not to mention that Capcom's finally branching out again. Check elsewhere on these pages for Resident Evil, something truly new from Capcom, and Mega Man, Breath of Fire, and Final Fight all have new sequels coming... Looks like Capcom's back!

As for your PlayStation question, yes and no. Current memory cards hold only one Megabit of memory, and if you tried to add to that you'd be back in expensive cartridge territory in no time. However, a company could add an update into a game before they release it, and then lock it away, allowing people to access the new version only with a special sold-separately memory card, that has the code to unlock it. That would be pretty cheap, though, making you pay twice to unlock the full potential of one game. Still, I wouldn't put it past some companies...

Dear Postmeister,

I'm 110%, behind Nintendo with their plans for the Ultra 64. Quality should be the number one priority over everything else in the gaming business. I, myself, choose to wait on the almighty Ultra. When it arrives it will kick butt and take names! But while we are waiting on the U-64 to come, I have a few questions and suggestions...

#1 Nintendo should include 2 of their next generation controllers with the system...

#2 If they don't, they should include some \$5 or \$10 off coupons in the deal.

#3 Killer Instinct 2 (KI-2) should also be a delishious pack-in game!

#4 A sample cartridge would be nice showing the up and coming games in the future.

New for the questions. Please answer these to the best of your knowledge... Thank you.

1. What are we to expect from the Ultra?

Should we put our expectations higher than high, or just one notch about the PlayStation?

2. I have noticed that a number of 390 games have story lines with narrators. Will certain Ultra games (Robotech, etc.) have this ability?

3. Will the sound for Ultra be as good as or better than CD sound?

4. Will the Ultra Famicon be compatible with the U.S. Ultra 64?

5. Will there be a price difference between the U.S. and Japanese versions?

6. Will there be a price difference between the 64- and 256-meg carts?

7. Can you explain what Nintendo and Rare's real time compression rate of 30:1 is?

8. When will you guys actually get your hands on one?

9. Is Robotech using the Reality Immersion Chip? If not, then what games will?

10. Are the screen shots you showed of Robotech the actual game play, or are they just intro screens?

11. Will there be other expansion slots other than the memory?

12. Is there even the slightest opportunity at Nintendo launching this system ahead of schedule?

I have one more question and then I will let you guys go play your games. Can you guys please make the Postmeister's letter section 6 be 8 pages long or longer? Q.K., I'm finished. You guys are the best in the meg, info and picture business. Keep up the superb work!

God bless you all! Your number 1 Game Fan reader in the world (I read your mag at least 8 to 10 times a day).

Tony Robinson
Trotwood, OH

Dear Tony,

8 to 10 times a day? What, cover to cover? Every day? And you still find the time to think of so many U64 questions? And eat? And sleep? Huhmmmm...

Your comments: Right on! I think Mario would have more broad appeal as a pack-in, though. How 'bout a coupon for the game of your choice? 2 controllers sounds good to me, and while we're on the topic, please, please, PLEASE don't cheap out on us and give us dinky little 4 foot cords to save a quick buck like a certain other NG system supplier has done? That saves the company like, what, 4 cents per controller? A sample cartridge would be nice, but remember, unlike CD's, cartridges ain't cheap, and complying with that wish list could push the price way over the \$250 mark. But we can dream...

1. My expectations were higher then high, but I was still blown away when I first saw that FFVII video tape. You have got to see that in motion. MAN! And that new U64 driving game (tentatively titled Real Time Rodeoquest)? Blows away the best the ercades have to offer, I kid you not! So go ahead and aim for the skies. Another way to say it: Remember all those awesome rendered intros that blew you away on the Saturn and PlayStation? That's what you'll be playing on the U64.

2. The U64 has powerful sound capabilities, and can handle voice with ease. But will they? In CD's, the amount of memory is virtually limitless, so you might as well. In cartridges, you'd have to spend some extra memory to get things like that. But there's no reason a cartridge can't have as much voice as a CD. Look at Namco's Tail Fantasy for the Super Famicon. It's a 40-meg game with 16-megs just of voice. It even has a theme song, ya know, with singing. You pay for the extra 16-megs, though.

3. Yes!

4. Nintendo doesn't seem to be planning anything more than the usual not-making-the-cartridges fit thing. Nothing tricky like Sony and Sega are doing, so a simple converter or casing modification should allow you the best of both worlds. Even if they change their mind, there's nothing those weedy wizards at companies like Data! can't crack.

5. The U.S. Ultra 64 is promised at \$250 or under. In Japan, the number is 30,000 yen, which comes to around \$310 at today's exchange rate (97 yen = 1 dollar).

6. Probably. That's a very large cost difference for the manufacturer. Of course, with compression techniques, the numbers probably won't be hitting that high very often. In fact, don't freak about having to pay for 64-meg games, at minimum. To give you an idea of what you will have to expect in price, Nintendo's charging developers the same price (\$24.00) for 64-meg U64 boards as they are for SNES 16-meg boards. And the prices should continue along the scale... So when you start seeing 64-meg SNES games, you can expect to pay that price

for a 256-meg Ultra game (roughly, at least). Of course it will cost developers more to actually make the game). The highest memory game planned is the 128-meg Final Fantasy game, which will cost Square as much to make as their 32-meg titles.

7. Since cartridge memory is so expensive, you need to have a good compression ratio to keep the expenses down. Basically, this means that a 30-meg game will take up only 1 meg on a cartridge, with no loss of quality. Rare claims to have achieved this miraculous feat on Killer Instinct 2, and hint that they might be able to get it even higher than that. Power! One thing to clarify: Compression ratios aren't a system stat, it's something that each developer does differently. The better you know the hardware, the higher the compression you can get.

8. We'll probably have one around December or January, unless we can't finish (spell checker confirms it: that's an actual word) one out of Nintendo sooner. We would have pics of Killer Instinct 2 and the like next month, BTW.

9. Of course. Every game will be using the Reality Immersion Chip. If you failed to utilize it, you'd have the slight problem in your game that it could not feature graphics or sound. Since most games these days tend to involve graphics and sound, I have a feeling the Reality Immersion Chip will be quite popular with developers. It is, after all, the system's graphics processor.

10. Those shots of Robotech from a demo designed to illustrate the value GameTech's aiming at with that game. One thing to note: That demo was done on only 60% finished Ultra-64 hardware. The mind boggles at what they're capable of now.

11. The memory slot (where the bulky drive will go) is the only one we know of currently. Also planned as an expansion are 5-way tape for the controllers, so you can connect up to 20-people with its 4 built-in ports. Geeeeezz...

12. Here's the current plan -- the system's coming out in Japan on March 24th, and then a few weeks later in April for us. Could it come out sooner? Sure, anything's possible. Sega put one over on us all, so Nintendo may too. But don't get your hopes up. That really isn't Nintendo's style.

Phew! That's the longest Postmeister reply in history. You wonder why Postmeister isn't 6-6 pages long? I have carpal tunnel syndrome so bad you can actually see the bones at the base of my fingers sticking right out the back of my hand. And you want 4 more pages? PAH! I give and give and give and it's NEVER ENOUGH! Great letter, Tony, thanks!



Write to me off all run for 1000000

The Postmeister
5137 Claretton Dr. Suite 210
Agoura Hills, Ca. 91301

WOLFENSTEIN 3D

SPECIAL EDITION!

HEY, HEY, KNOWS! We done once again
to the **WOLFENSTEIN 3D** PLACE
WHERE ALL YOU ASKING ANYTHING CAN
SHOW THE WORLD WHAT YOU'VE GOT, AND
AS IF THAT WERE IT ENOUGH, ONE LUCKY
WINNER GETS A WAY COOL, GP-1 SHORT, SO
KEEP THAT ART GOVOK, 'CAUSE WE'RE
NOT GOING A WAY, NOT EVER!



The pictures weren't this much
in more other than William
Zwolski of Arcadia Pass, TX. Or
Billy boy has made all of them
GameFan into these cool anime
characters. Hope you're on
extra jump cause that's all
we've got!



Ready kid of San Jose, CA,
stands on the all-American
3D guys. Nice color and
composites.



Chetle Majors of
San Diego, CA, drew
as this cool Mega
Man/ed pet.

GAMEBOY CONTEST WINNERS

GRAND PRIZE WINNERS

Under 8



Anthony Johnson
(Age 7)

8-12



Enoch Chan
(Age 12)

13-16



Ve Tran
(Age 17)

16 & Up



David Collett
(Age 16)

2ND PRIZE WINNERS



Michael
Greenberg
(Age 15)



Quincy
Kazuyuki
(Age 16)



Michael
Narvaine
(Age 14)



Michael
Shawhan
(Age 15)



Michael
Thomson
(Age 14)

3RD PRIZE WINNERS



Wes
Graham
(Age 16)



Christopher
Scott
(Age 9)



Patrick
Gonzalez
(Age 9)



Bryan
Waters
(Age 9)



Hal
Tran
(Age 17)



Simon
Yew
(Age 15)



Neil
Barnes
(Age 10)



Jessie
Palmer
(Age 14)



Kelly
Roupe
(Age 10)



Hossein
Shahmoradian
(Age 12)

NEXT GENERATION VIDEO GAME SYSTEMS

Playstations, Saturns and More

Now you can enjoy true arcade quality right in your own home. Experience mind-blowing 3-D graphics with CD quality sound, way beyond the limitations of your old 16-bit machines.

Be guaranteed:

Latest Releases

Lowest Unbeatable Prices

Largest Selection From Around The World

PlayStation



Dark Stalkers
Zero Divide
Bauer's Road
PS Action Replay

Tekken
Cyberwar
Philosophia
Bundem

Yoh Shin Den
Dragon Ball Z
Street Fighter
Ace Combat

SEGA SATURN

Shinobi
Battle Monsters
Pretty Fighter X

Rig Lord Saga
Greatest Baseball
Clockwork Knight 2

X-Men
D's Dinner
Street Fighter

★ Guaranteed ★
Lowest Unbeatable Prices In The Universe
On All Import Games, Systems And Accessories.

Saturns • Saturns • Saturns

Saturn Universal Converters now available. Play American and Import Saturn CD's on any Saturn System. Limited quantities, call now!!

Mastercard and VISA accepted

Universe Video Games

Light Years Ahead Of The Competition With Down To Earth Prices

Instant cash for select systems and games.

We carry a complete line of games and accessories from around the world.

Playstation, Saturn, NEO•GEO CD, 3DO, Jaguar, SFC, MD, PC Engine and more.

Call for overnight delivery.

Monday-Friday 11:00 am-8:00 pm EST
919-872-2440 FAX 919-872-6701

Dealer and Wholesale Inquiries Welcome.

All rights reserved for all parties mentioned. We reserve the right to refuse any sale, trade or purchase. Games are subject to availability.

DIEHARD GAME CLUB

We
Buy, Sell, Trade &
Rent Video Games,
Animation & CD ROM
Software. We Carry The
Best Selection Of Systems
And Games Both
Domestic & Imported,
For The Cutting Edge
Gamer!

CHECK OUT THE ONLY REAL
VIDEO GAME SUPERSTORE
OPENING NEAREST YOU!

TRY BEFORE YOU BUY!



VISIT THE DIEHARD GAMERS CLUB STORE NEAR YOU!

ALL LOCATIONS OPEN 7 DAYS A WEEK
ALL MAJOR CREDIT CARDS ACCEPTED

1500 Northern Blvd.
Manhasset, NY Call: "Todd,
John, Eric & John 'Bemz'
On Long Island"
(516) 627-6200

391 Newcomet Hwy (347)
Hempstead, NY 11780 510-
879-1210 see Peter for his
Grand Opening Late Sept.

6637 Dixie Hwy, Waterford,
MI 48329 Call Bob, Tom or Pat
at their new location
310-820-2888

14560 Manchester Rd
St. Louis, MO 63011
314-230-9098 Opening Mid
Sept./Early Oct. '95

10507 Gravelly Lake Rd.
N.W. 422 Spokane, WA
Call Dale at 206-591-9999
Opening mid Sept. '95

9406 N. H St., #1250,
Austin TX 78792
Call: 512-454-4484
Opening August '95

To find out how to start your very own Diehard
Gamers Club call 800-425-2500 today!

721 N. Central Expressway
#420 Plano, TX 75075 Call
Mark, Woody or Chris
214-422-5557

7000 N. Meach #229 B Pasa,
TX 75012 Promenade Shopping
Center 815-581-2582

948 W. Dunlap Rd.
Arlington Hts., IL 60004
(708) 250-NAME

343 Coliseum Ave.
Roshar, NJ 08063
(603) 881-9984

6356 Mills Dr.
Town & Country Center
Miami, FL 33163
(305) 271-7187

9105 Na. Division
Spokane, WA 99218
Call Kim, Neil & Jamie
(509) 460-4246

Jackson Shopping Village
530 S. US HWY 189
Jackson Hole, WY 83001

Saturn
Converters
and Switches
Now Available

Sony PlayStation
Please Call

TRADE IN

Trade In Your Games And
Systems For Store Credit
Or Same Day Cash* Call:

516-627-0963

*On Selected Games and Systems



SEGA

- Game Gear
- CD ROMs
- Gameboy
- ANIME
- ...And More! CALL NOW!!

COMING SOON:

BCC of the Bahamas:
Nassau, Bahamas
Raleigh-Durham, NC
Baltimore, MD
Norwich, CT Open 9/95
Dallas, TX Open 11/95

New Orleans, LA Open 11/95
Chattanooga, TN
Springfield, MD
Washington, D.C.
Brooklyn, NY
Westchester, NY



All stores are independently owned and operated

WHAT U WANT... WHEN U WANT IT... WHILE IT'S HOT!

DON'T MISS THE HOTTEST GAME THIS YEAR!

SOLO BY

Williams 
Williams Entertainment Inc.



MORTAL KOMBAT 3



SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEGA

GAME BOY® GAME GEAR®



DISTRIBUTED By

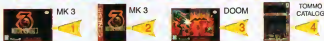


**FOR DEALER AND
WHOLESALE
INQUIRES:**

**TEL: 818-839-8755 OR
FAX: 818-839-8751**

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS
OF THEIR RESPECTIVE COMPANIES

TO ORDER CALL 818-839-8755



ORDER FORM

Name: _____				Shipping Charges	
Address: _____				UPS Ground \$8.00	
City: _____		State _____		Zip _____	
Home Phone() _____		Daytime Phone() _____			
Item	Description	Qty	Price	Totals	
1	MORTAL KOMBAT 3 (For Super Nintendo)		\$59		
2	MORTAL KOMBAT 3 (For Sega Genesis)		\$55		
3	DOOM (For Super Nintendo)		\$59		
4	TOMMO CATALOG		\$10		
			Subtotal		
			CA Residents Sales Tax 8.25%		
			Postage & Handling		
			Total Enclosed		

C.O.D. & MONEY ORDER ACCEPT.
Important! Send all orders to: SIGNATURE Credit card Exp. Date
 Tommo Inc. 18521 E. Gale Ave. City of Industry CA. 91748
Please allow 2 to 4 weeks delivery. All orders subject to availability. Prices are subject to change without notice. © 1995 Williams.

**SEND TRADES
TO:
138 BRIDLE TRL.
YOUNGSVILLE
N.C. 27596**

3DO

Video

NEO-GEO

SATURN

PLAYSTATION

PHAT GAMES AT LEAN PRICES

919-562-0509

FAX 919-562-0242

[illegible][illegible]

300

[illegible]

32X

\$2.00	None Is No Dark CD
\$2.00	Seachies Chant
\$2.00	Mortal Kombat II
\$2.00	Motherkiss
\$2.00	Millicore
\$2.00	USA June 91
\$2.00	NY, Country Club
\$2.00	Power Rangers CD
\$2.00	CD: Ravechill '93
\$2.00	Shadow Squadron
\$2.00	Tulay Bristol
\$2.00	Toughman Contest
\$2.00	WPC Paul

Neo Geo CD

Area Rights	75
Apprentice's Of Dark Knight	75
Disorder Disease	75
2-Folded 2	75
Johnny Fight	75
Johnny's Revenge	80
Kang Of H Fighters '94	75
Kung Fu Generation	75
Power Spikes '94	75
Hydro Army	75
Samurai Showdown 2	75
Grassroots Arena	75
Street Hoops	75
Super Smash Bros 2000	75
Super Smash Bros	75
Top Hunter	75
Top Player's Golf	75
Monopoly	75

Saturn

Arise!	80
Battle Monitors	80
Blue Seed	80
Clankwork Knight II	75
Good Chaser	82
Level Gladiators - Pinball	84
Paradise	
Power Baseball '95	85
Pretty Fighter X	85
Shogun	75
Shogun II	

Playstation

[illegible]

**WE WANT YOUR
USED STUFF**

**CALL FOR ANY TITLES
NOT LISTED**



FATBOY VIDEO BUY / SELL / TRADE POLICY: We reserve our games for straight first purchase. Titles are available are subject to change with out notice. We have the right to refuse any sale, buyback or trade. All returns must have a 14 day window and be in good condition. All returns must be in good condition. All returns must be in good condition. All returns must be in good condition.

Panasonic

THE HOTTEST 3DO GAMES IS HERE!



3DO SIDEKICK
PAD WITH 8
BUTTON
CONTROL



\$299

SYSTEM W/ GEX &
SIDEKICK PAD

CALL FOR THE LATEST NEW PANASONIC 3DO GAMES!



SAVAGE REIGN W/ 3DO
\$49



PEBBLE BEACH GOLF LINKS
\$49



MYST
\$49



JAWS
\$49



DAEDALUS ENCOUNTER
\$49



GUARDIAN WAR
\$49



SAMURAI SHOWDOWN
\$49



BLAM N JAMES
\$49



OFF-ROAD RACER
\$49



THE HORDE
\$49

SEND \$10 FOR OUR WINTER 3DO CATALOG!

PLEASE SEND PAYMENT WITH THIS FORM TO:
Tommo Inc. 18521 E Gale Ave. City of Industry CA 91748

NAME:

ADDRESS:

TEL:

VISA & MASTERCARD ACCEPTED



TO ORDER CALL 818-839-8755

FOR DEALER AND WHOLESALE INQUIRES:

TEL: 818-839-8755 OR FAX: 818-839-8751

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES



INTRODUCING

PLANET GAMES

2566 HWY 10, MOUNDS VIEW, MN., 55112

CALL US
FOR BEST
PRICES!

(ORDERS ONLY)

MULTIMEDIA
LARGEST ON THE PLANET

612.785.2885

NEW GAMES

NEW TITLES	PRICE
AIR COMBAT	\$39
BEFORE 5	\$39
DESTRUCTION BARRY	\$39
JUMPING FLAG	\$39
MORTAL KOMBAT 3	\$39
NBA JAM T.E.	\$39
NBA TOWN 95	\$39
TRWISTED METAL	\$39

NEW TITLES	PRICE
HALLE	\$39
HALLE FORCE	\$39
HALLE ENLIGHTEN	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES	PRICE
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39
ORANGE LORE	\$39

NEW TITLES

NEW TITLES	PRICE
30TH CENTURY ALMANAC	\$39
BATTLECHAMP	\$39
BURNING SOLDIER	\$39
CRASH N BURN	\$39
CRIME PATROL	\$39
DRAGONS LAIR	\$39
FIFA INTL SOCCER	\$39
HORSE	\$39
JOHN MADDOX	\$39
JURASSIC PARK INTERAD	\$39
MAD DOG 2	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

NEW TITLES	PRICE
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39
MEGA RACE	\$39

USED GAMES

USED GAMES	PRICE
BILL WALSH FTBL 95	\$39
BURNING SOLDIER	\$39
CAPT AMERICA	\$39
CARLINIA RLOOD	\$39
DESEET STRIKE	\$39
EARTHQUAKE JIM	\$39
ECCO DOLPHIN	\$39
ETERNAL CHAMP	\$39
FIFA INTL SOCCER	\$39
FLANAGAN	\$39
GENERAL CHARGE	\$39
GOLDEN RAS 2	\$39
GUNSTAR HEROES	\$39
INCREDIBLE HULK	\$39
JOPHANY	\$39
JOPHANY SPORTS	\$39
JOE WATERS 95	\$39
JOHN MADDOX 95	\$39
JOHN MADDOX 95	\$39
JURASSIC PARK	\$39
LETHAL ENFORCE	\$39
MEGA RACE	\$39
MORTAL KOMBAT 2	\$39
MUTANT HT FTBL	\$39
MUTANT HT WCKT	\$39
NBA JAM	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

USED GAMES	PRICE
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39
NBA LIVE 95	\$39

PLUS MANY MANY MORE TITLES!

WE CARRY ALL SYSTEMS WE HAVE GAME GEAR, GAME BOY, JAM, & CD ROM TITLES

MOST NINTENDO GAMES 3.99 EACH OR 3 FOR 10.99/ CALL NOW SUPPLIES LIMITED

HINTS 1-900 PRO PRO PLAY

ONLY 99 pennies a MINUTE

LATEST CODES • LATEST MOVES • LATEST RPG CLUES

MUST BE 18 YEARS OF AGE OR OLDER OR HAVE OBTAINED PARENTS PERMISSION



SFG DRAGON BALL Z (SFG)
\$70



DRAGON BALL Z

NOW YOU CAN COLLECT ALL THE HOTTEST
DRAGON BALL Z FIGURES AT ONCE!

**SUPER BATTLE COLLECTION
FIGURES VOLUM: 1-16**

**\$20 each
FIGURE**



SFG DRAGON BALL Z 3
\$69.99



SFG DRAGON BALL Z 2
\$69.99



SON GOKU



SUPER SAIYAN SON GOKU



PICCOLO-DAMACH



VEGETA



TRUNKS



FRIEZA



SUPER VEGETA



SON GOHAN



SUPER SAIYAN SON GOHAN



SUPER SAIYAN BROYLY



CELL



SUPER SAIYAN



SUPERSON GOHAN



GREAT SAIYAMAN



SON GOTTEN



TRUNKS (CHILD)



\$59

NOW YOU CAN
PLAY ANY
JAP. SATURN
SOFTWARES ON
U.S. SATURN
SYSTEMS WITH
THE UNIVERSAL
ADAPTOR



\$79

ACTION
REPLAY
GIVES YOU THE
POWER TO PLAY
YOUR FAVORITE
GAMES TO LEVELS
YOU NEVER KNEW
EXISTED!

SEGA SATURN



\$399
UP SYSTEM



BATTLE WINGS



SONIC & SHINOBI



GRAN CHASE



BLUE SEED



GREATEST HERO



PRETTY FIGHTER X



GLADIUS KNIGHT II



VIRTUA FIGHTER REMIX

CALL US FOR THE NEWEST SEGA SATURN SOFTWARES, WE CARRY ALL!



PLAY SUPER CHEAT WITH
THE ACTION REPLAY
"TONG FELY"
ALL WEAPONS ARE ACTIVE AND YOU HAVE
EXTRA ENERGY
"TIGER RACER"
PLAY EXTRA CARDS
"ULTIMATE PARADOX"
USE LIVES FOR BOTH PLAYER 1 AND 2

\$59

SONY PLAYSTATION

**CALL FOR
MORE TITLES!**

SONY PLAY STATION
SYSTEM
JAPAN
VERSION \$399
U.S.
VERSION \$349



STREET FIGHTER



FOREVER WITH YOU



GUNDAM



PHELONICA



DRAGON BALL Z



V-TENNIS



ZERO DIVISION



RAIDEN PROJECT



MICROTON

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE, NO REFUNDS

**FOR DEALER AND
WHOLESALE
INQUIRES:**
TEL: 818-839-8755 OR
FAX: 818-839-8751



DISTRIBUTED

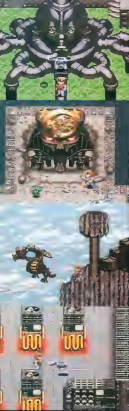
SUPPLY NINTENDO

JAGUAR

SEGA

By

TOMMO™



24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on 'your game face, 'cause this one ain't going to be pretty. Coming November 1.

THE FORCE OF EVIL
THE FORCE OF GOOD HAS

HAS AN UGLY FACE.
AN EVEN UGLIER ONE.



BRUTAL!

You're Dead. Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.

With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers. Primal Rage. For Sega® Genesis™, Super NES®, Game Gear™ GameBoy®, and PC CD-ROM.



With Shaking Carnage!

